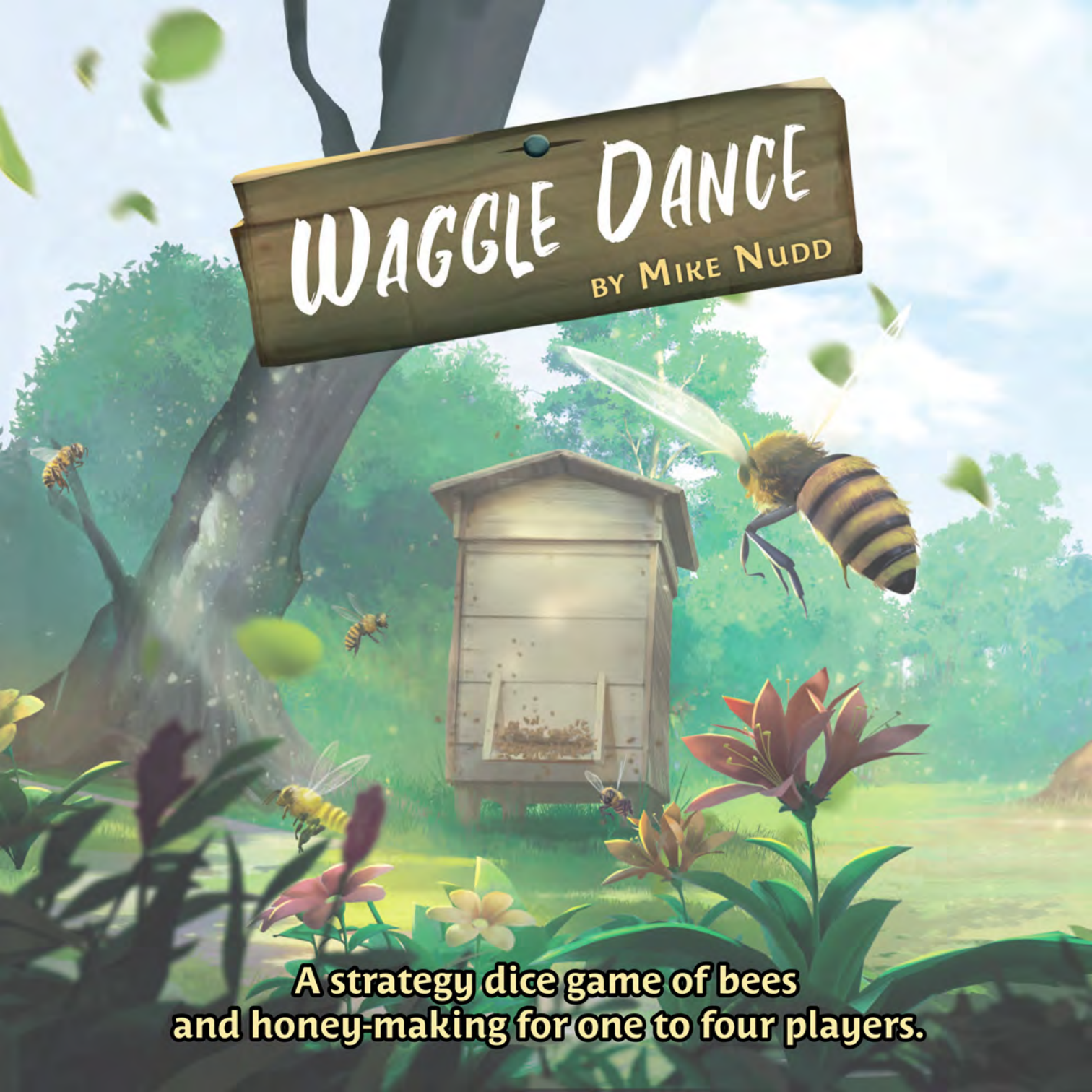
Waggle Dance
by Mike Nudd
A strategy dice game of bees
and honey-making for one to four players.

Components

12 Action cards

30 Queen Bee cards

16 Egg tokens

90 Nectar tokens in 6 colours (15 per colour)

60 Bee dice in 4 colours (15 per colour)

49 Room/Honey tiles

1 First Player card

4 Reference cards with Bumblebot player aid

18 Solo cards

Threats Expansion

12 Threat cards

6 additional Queen Bee cards

3 Guardian markers

Introduction

Each player takes on the role of foreperson (or fore-bee) in the same beehive and must organise the worker bees under their control to make as much honey as possible to see the hive through the coming winter. The player who makes the most honey is declared the winner!

Set Up

1 Find the 6 Action cards marked D, these are the Flower cards. Arrange these cards into a circle, face up, in the centre of the play area, so that the cards run 1-6 in a clockwise direction.

2 Place the Action cards marked A, B, and C above the circle, and Action cards E, F, and G below the circle. The Action cards should run in alphabetical order A-G from top to bottom.

3 Each player chooses a player colour and takes 6 Bee dice of that colour to form their starting dice pool. Set all the other dice to one side as a supply.

4 **In a 3 player game:** Take 5 dice of an unused colour from the supply. For each Action card A, C, D, E, G roll one of these dice and place it on the matching numbered action space. Each of the 5 dice must show a different number.

In a 2 player game: Follow the step for a 3 player game, take 5 dice of the remaining unused colour and repeat the step above so 2 action spaces are blocked on each Action card.

These spaces are blocked for the duration of the round, meaning no player may place a die on these action spaces.

Alternatively you may use the Solo cards to block a space as explained on page 6. If you choose to do this, shuffle all 18 Solo cards to form a face-down deck and place it next to the Action cards.

5 Each player takes 3 Room tiles and places them adjacent to one another in front of them, to form their starting honeycomb. The tiles are placed yellow side down. The shape the tiles make does not matter for gameplay.

6 Place the remaining Room tiles next to Action card A.

7 Place the Egg tokens in a pile next to Action card C.

8 Sort the Nectar tokens by colour and place them in separate piles next to the matching coloured Flower cards D.

9 Create the Queen Bee card deck by taking the 10 starting cards (marked with a ⬡) and a number of random Queen Bee cards depending on the number of players as shown in the table below. Shuffle these cards together to form a deck and place it face down next to Action card G. Return any unused Queen Bee cards to the box unseen.

No. of players	2	3	4
Default cards	10	10	10
Additional cards	5	10	20

10 The last player to eat honey is the first player (or determine one at random). Give that player the First Player card, with the Day side face up.

5
6
2
3
10
7
1
4
Example of orange die being used as blockers in a 3 or 2 player game.
3
8
9

Overview

Waggle Dance is played over a number of rounds, until the end of the round in which the end game is triggered. You may choose to play a short game or a long game before starting play. In a short game, the end game is triggered when any player makes their 5th honey. In a long game, the end game is triggered when any player makes their 7th honey.

Alternatively the game ends at the end of the round in which the Queen Bee deck runs out. After the final round is complete the player with the most honey is declared the winner. Ties are broken in favour of the player with the fewest Bee dice, then the most Nectar tokens remaining.

This new edition of Waggle Dance changes some rules and adds the Threats expansion and solo play. If you are familiar with the 1st edition, a summary of the rule changes can be found on page 9.

Gameplay

Each round is divided into 2 phases; Day and Night. All players complete the **Day Phase** by each taking a turn placing 1 die in turn order, starting with the first player, until all dice have been placed. In the **Night Phase** Action cards are resolved in order from A to G, until all dice have been resolved. At the end of the Night Phase, if the end game has not been triggered, the First Player card is passed clockwise to the next player and a new round begins.

Day Phase

All players roll all of the Bee dice in their pool for everyone to see. It is important to know what values of dice your opponents have rolled.

Starting with the First Player and moving clockwise around the table, each player must assign one of their Bee dice to one of the following actions:

A: Collect Room tiles

B: Hatch Eggs

C: Claim Eggs

D: Gather Nectar

E: Trade for Nectar

F: Move Nectar / Make Honey

G: Draw a Queen Bee card

This continues until all players have placed all of their Bee dice. On your turn you must place exactly 1 die. If you have no dice remaining, play passes to the next player. You may not choose to not place a die if you have at least one remaining. If no alternatives remain, you must place a die on a Room tile for no effect.

When assigning a die to **actions A, C, E, and G** it is placed on the numbered action space matching the number shown on the die. There is only one available action space for each die value. Once a numbered space has been covered by a Bee die it may not be selected again that round. If all six numbered spaces on an Action card have been filled, that Action card may not be selected again this round.

Example of dice placement on A, C, E or G

Buzz (blue) wishes to take action C, he chooses to place a '3' as he could not use a '2' or '4' as Beatrice (black) has already placed dice on those spaces.

When assigning a die to **action D**, the Bee die is placed on the Flower card of matching value, to gather nectar from that flower. There is no limit to the number of dice that may be placed on the same flower.

Example of dice placement on D

Even though other players have placed on the same action, Honey (yellow) may still place their dice on the yellow flower to attempt to gather yellow Nectar tokens.

When assigning a die to **actions B and F**, the dice are placed on the Room tile you wish to use.

To **hatch an egg**, you must place two dice of the same value in a room with an egg.

To **make honey**, you must place two dice of the same value in a room that does, or will, contain 4 Nectar tokens, of the same colour.

To **move Nectar tokens** you must place two dice of the same value, 1 on each of the two Room tiles you wish to move nectar between. These dice may also be used for a Make Honey action in the same round.

REMEMBER: You assign exactly 1 die on your turn, so to take actions B or F you must place 2 dice on separate turns into the same room.

Example of dice placement on B and F

Beatrice (black) places a second '6' onto a Room tile with an Egg token in, this egg will hatch in the Night phase.

Melissa (orange) thinks she will have enough red Nectar tokens to make honey this round. She places a '4' on this Room tile where she hopes to put 1 more red Nectar token. On her next turn she will place a second '4' so she has a pair.

You only place Bee dice on an Action card or in a room in your honeycomb. You may place dice in partially filled or empty rooms to anticipate the room being filled later in the round.

Helper Dice

On your turn, before assigning a die, you may choose to use another bee die as a "helper" to change the value of the die you are assigning, to any value. The helper die must be placed next to your honeycomb and may not be assigned for the remainder of this round. The changed die must be placed immediately. You may not use your last remaining die as a helper as there is no other die remaining to affect.

Example of helper die

Buzz (blue) really wants to place a die on action G, but doesn't have a number he can place there. He chooses to use his '3' as a helper, changing his '4' to a '5' so he can place on action G and get a Queen Bee card.

Using Solo cards as Blockers

As mentioned in setup, if playing with 2 or 3 players, you may choose to use the Solo cards to block action spaces instead of placing blocker dice at the start of each round. To do this, after each player has placed 1 die and play reaches the first player again, the first player reveals the top card from the solo deck. This card shows a dark grey die next to a die value *(i)* and an action priority *(ii)*. Take a die of an unused colour and set it to the value shown on the card. Place this die on the action of the highest priority. If an action space is not available, move onto the next action. If that value of die cannot be placed on any actions shown on the card, move onto the next die value shown around the card and repeat the process. If the deck ever becomes empty, shuffle the discarded cards to form a new deck and draw as needed. More details on this process can be found in the solo rules on page 11.

Honey (yellow) is first player and is about to take their second turn of the round. They reveal the next solo card. It shows a '1' Blocker die . It cannot be placed on action A as a dice is already there so is placed on action C. They then take their turn.

Once all dice have been placed, proceed to the Night Phase.

Night Phase

You now resolve all of the assigned dice in order from Action card A through to G. For each action, resolve each die placed in ascending numerical order. After resolving a die, return that die to your pool. The details of each action are explained below. If any particular supply becomes empty, the acting bees return home empty-handed.

A) Collect Room Tiles

Collect a Room tile from the supply and place it next to an existing room in your honeycomb. Each Room tile may only hold 1 Egg token or up to 4 Nectar tokens.

B) Hatch Eggs

For every room containing an egg and a pair of Bee dice with the same value, return the Egg token to the supply, and take a new die of your colour from the supply. Place all 3 dice in your pool.

IMPORTANT: Eggs are hatched before new eggs are claimed, therefore an egg cannot normally be hatched in the same turn it is claimed.

C) Claim Eggs

Claim an Egg token from the supply and place it on an empty Room tile in your honeycomb. If you do not have an empty Room tile, you cannot claim an egg.

D) Gather Nectar

For each numbered Flower card, count the number of Bee dice placed there.

The player who placed the most Bee dice may gather two Nectar tokens of the corresponding colour.

The player who placed the second most Bee dice may gather 1 Nectar token.

Any remaining players do not gather any nectar.

In the event of a tie for most Bee dice, each tied player gathers 1 Nectar token each.

In the event of a tie for second, each player does not gather any nectar.

The player with the most dice always gathers nectar before second place. Tied players gather Nectar tokens in player order, clockwise from the first player. If there are no available Nectar tokens remaining, no nectar can be gathered.

All the Nectar tokens you gather during this step must be placed on Room tiles in your honeycomb. Remember each Room tile can store up to 4 Nectar tokens, or 1 Egg token. You may store Nectar tokens of any colour on each Room tile but it is beneficial to try and keep the nectar grouped by colour. If you do not have enough room to store all the cubes you gather, you may choose which to keep. The remaining Nectar tokens are returned to the supply. Once placed on a Room tile you cannot freely discard nectar to make space for new nectar gathered.

Examples of Gathering Nectar

Beatrice (black) and Honey (yellow) are tied and gather 1 nectar each. Buzz (blue) and Melissa (orange) are tied for second place and each gather nothing.

Beatrice (black) has the most Bee dice present and may gather 2 nectar. Honey (yellow) has the next highest amount of Bee dice present, they may gather 1 nectar. Buzz (blue) has the least Bee dice and as a result he claims no nectar.

Beatrice (black) and Honey (yellow) are tied for the most amount of Bee dice and they both gather 1 nectar. Buzz (blue) is in second place so he also gathers 1 nectar.

Beatrice (black) gathers 2 nectar. Honey (yellow) and Buzz (blue) are tied for second place and gather nothing.

Buzz (blue) is the only player present with only one Bee die. This is still the most however and so he still gathers 2 nectar.

E) Trade for Nectar

Trade any one of the following for 1 Nectar token, taken from the supply:

1 Egg token **OR** 1 Queen Bee card **OR** 2 Nectar tokens.

You may choose to **trade any Nectar tokens** from anywhere in your honeycomb. The gained Nectar token must be placed immediately on any one of the Room tiles in your honeycomb. Remember each Room tile may only have 1 Egg token or up to 4 Nectar tokens placed on it and it may help to not mix colours of Nectar tokens on 1 Room tile.

Example of trading for nectar

Melissa (orange) has placed a die on action E. She trades 1 Egg token for a red Nectar token and places it onto the Room tile that already has 3 red Nectar tokens on.

F) Move Nectar / Make Honey

To **move Nectar tokens** between 2 Room tiles you must have 2 Bee dice of the same value on the 2 different Room tiles. You may move any number of Nectar tokens between these 2 Room tiles, providing no Room ever contains more than 4 nectar. The dice used for this may also be used for a Make Honey action this round.

Example of moving nectar

Buzz (blue) may swap any number of Nectar tokens between these two Room tiles. He moves a purple token to the room with two matching dice, which means he can go on to make honey.

To **make honey** you must have a Room tile with both of the following:

4 Nectar tokens of the same colour

2 Bee dice of the same value

Return the Nectar tokens to the supply and flip the Room tile over to its honey (yellow) side. The Room is now full of honey, and can no longer be used to store nectar or eggs.

Example of making honey

Honey (yellow) has a pair of dice and 4 pink tokens on the same Room tile. They return all 4 Nectar tokens to the supply and flip the Room tile to show they have made honey.

Nectar is collected before honey is made, so it is possible to gather nectar and make honey from that nectar in the same turn.

G) Draw a Queen Bee Card

Draw the top Queen Bee card from the deck into your hand.

There is no limit to the number of Queen Bee cards you may play or hold in your hand.

IMPORTANT: A Queen Bee card may contradict the rules as written in the rulebook. If it does, then the Queen Bee card takes precedence.

Each card clearly shows whether it is played in the Day Phase or the Night Phase. Details on all the cards can be found on page 16.

A Queen Bee card must be fully resolved and cannot be interrupted by any other action. If two players wish to play cards at the same time, they must be resolved in player order, starting with the First Player, moving clockwise.

If the last card of the Queen Bee deck is drawn, the end of the game is triggered. If no cards remain and you wish to draw one, you cannot and the action is lost.

End of a Round

Once all dice have been resolved, carry out the following steps:

- Check to see if the end of the game has been triggered, if so proceed to Ending the Game
- Flip the First Player card to the day side and pass it clockwise to the next player
- Remove all the Blocker dice from the Action cards.
- Repeat the setup step to place 1 on each Action A, C, D, E, G (this can be ignored if you are using the Solo cards to place Blockers).
- Start a new round beginning with the new first player

Ending the Game

The game end may be triggered in one of two ways:

- One or more players have made at least the minimum number of honey (5 for a short game, 7 for a long game)
- The Queen Bee card deck is empty

In either case, at the end of the current round the game is over. The player who has made the most honey wins the game!

If any number of players have the same amount of honey, the tie is won by whoever has the least number of Bee dice in their pool. If there is still a tie, the player with the most leftover Nectar tokens wins. If there is still a tie, then all tied players share the victory.

Example of a tie

Beatrice (black), Honey (yellow) and Melissa (orange), all have 5 honey. Beatrice has more Bee dice than the other 2. Honey has more leftover Nectar tokens than Melissa and wins the game!

Summary of Changes

The Queen Bee card deck is constructed differently.

Action spaces on each action are resolved in ascending numerical order, not turn order.

You may use a helper die to change the value of another die when it is assigned.

Solo cards may be used instead of permanent blockers.

The game end may also be triggered when the Queen Bee card deck is empty.

The Trade for Nectar action may now be taken using 2 Nectar tokens of any colour or a Queen Bee card in addition to the previous options.

Threats

The Threats deck adds more complexity and challenge to the game. It represents the various dangers posed to the hive by other rival insects.

Setup

Shuffle the Threat cards to form a face-down deck in the centre of the play area.

Select the two Queen Bee cards marked with a hexagon from the Threats expansion and 8 other Queen Bee cards with a hexagon on. Shuffle the matching standard Queen Bee cards and randomly select the number indicated in the setup table for your player count. Shuffle all the selected Queen Bee cards to form the deck.

Gameplay

At the beginning of the Day Phase, from the second round onwards, the first player reveals the top card from the Threat deck. If there are any number of Threats already in play, place the new Threat card below those already in play.

If the card shows 'No Threat', then discard it without effect.

If the card shows a Threat, then place it face up below Action card G.

If at the beginning of the Day Phase, there are no Threat cards left to draw, this will be the final round of the game.

During the **Day Phase** you may place Bee dice on any of the 'X' spaces on the Threat card to attempt to remove the Threat from the game. The dice placed may be of any value, but only if all the dice placed are of the same value is the Threat defeated.

The number of X spaces that must be filled with Bees is equal to the number of players. There is no benefit to placing a die of a different value, other than to prevent the Threat from being defeated by your opponents.

Buzz (blue) and Honey (yellow) have already placed dice on the 'Wasp' Threat card. Melissa (orange) could place another '3' on it which would defeat the Threat and get all 3 of them a reward. She could also place a '2' which would block the space and stop the Threat from being defeated this turn. She decides to be nice though and places the '3'.

At the end of the **Night Phase** check the Threat cards in play.

If the Threat card has a number of dice of the same value, equal to the number of players, placed on it, then it has been defeated. Return the dice to the players who placed them and remove the Threat card from the game. Each player who placed one or more dice on that card, may immediately claim either 1 Room tile, 1 Egg token, or 1 Queen Bee card as a reward.

The 'Wasp' has been defeated. The Threat card is removed from play and all 3 players that contributed claim 1 reward. Buzz (blue) does not get 2 rewards despite placing 2 dice. Beatrice (black) did not contribute and therefore does not claim a reward.

If the Threat is not defeated, it remains in play and its penalty effect is applied to all players each round until it is defeated.

New Threats continue to be drawn every round so it is possible for multiple Threats to remain in play at the same time. If this is the case, all penalty effects will be applied, starting with the Threat that has been in play the longest.

None of the three Threat cards were defeated, so the penalty effects of each card are applied to all players, starting from the Wasp, which is the Threat that has been in play the longest.

Solo Game

In the solo game of Waggle Dance, you will play against an AI opponent called Bumblebot who will be racing you to make your chosen amount of honey. Not only do you need to make honey before Bumblebot but if the Queen Bee cards run out, you lose immediately! As mentioned previously, the Solo cards can also be used to add dice to action spaces each turn to tighten the board instead of placing extra dice at the start of each round, these will be referred to as Blockers.

Setup

Setup the game as per a 2-player game, except for the following changes:

4. Place 1 die on each Action space A, C, E, and G as per a 3 player game.

   Keep a third set of player dice to the side of the play area to act as Blockers.

5. Do not give Bumblebot any Room tiles.

9. Select 14 (5 Honey game) or 16 (7 Honey game) Queen Bee cards and shuffle them to form the Queen Bee deck.

10. Shuffle all of Bumblebot's solo cards and place them in a face-down deck next to its dice. You start as the first player.

Gameplay

IMPORTANT: There is one key change to playing solo: In a normal solo game, when resolving Action D Gather Nectar, second place does NOT gather 1 Nectar token. You must tie most dice to gather 1 Nectar token.

The game is played over a number of rounds and like the multiplayer game each round will be played in 2 phases. In the Day Phase you and Bumblebot will take alternating turns placing dice. Your turns are played as normal.

At the start of each Day Phase, roll all of Bumblebot's Bee dice as well as your own. These will be the dice values it uses this round. Arrange Bumblebot's Bee dice by number, grouping dice of the same value together as "pairs" where possible.

Bumblebot does not need to place Nectar tokens or Egg tokens on Room tiles, in fact it does not use Room tiles at all, simply taking a Room tile and placing it showing its yellow side when it makes honey.

Day Phase

On Bumblebot's turn:

Reveal the top card from Bumblebot's solo deck. The card will show 1 or 2 of 3 possible action icons at the top of the card.

Place a die as shown by the action icons following the instructions on the following page. If ever tied for which die value to choose, pick one using the chart in the centre of the card, starting at the top, moving clockwise until the tie is broken.

If it is ever impossible to place the chosen die on any action shown on the card, place it on the matching D Action card.

Pair

Place a matching pair of dice on Action card F or B. Unlike a player Bumblebot places 2 dice at once and places them on the Action card, rather than on a Room tile.

Do the first option possible from the list below:

1. If Bumblebot has 3 or more Nectar tokens of one colour, place the pair on Action F, unless a pair is already placed on Action F.
2. If Bumblebot has an Egg and no dice are placed on Action B, place a pair on Action B.
3. If Bumblebot has more than one Nectar colour of which it has 2 or more tokens, place a pair on Action F.
4. If none of the above are possible check the 'Most of' or 'Least of' action icon on the top of the solo card and follow the appropriate instructions above. This may result in a pair of dice being split up.

Most of

Place a die, matching the number you have the most of in your pool, on the leftmost action shown at the bottom of this solo card. If it cannot be placed on this action, select the next action and so on.

Least of

Place a die, matching the number you have the least of in your pool, on action D.

At the end of Bumblebot's turn:

- A Blocker die of a 3rd colour will be placed on an Action card.
- Check the chart in the centre of the card for the die number with a dark grey Blocker icon, place a die of this value on the rightmost possible Action card shown at the bottom of this solo card. If this value of die cannot be placed on any of the actions shown, select the next die value shown on the card moving clockwise.

If Bumblebot has run out of dice, draw a fresh card after your turn to determine where a Blocker is placed until the round ends. If you are second player a Blocker is NOT placed after your last turn.

Night Phase

Resolving Bumblebot's dice:

A - Bumblebot does not collect a Room tile

B - Return an Egg token to the supply and Bumblebot gains 1 additional Bee die

C - Bumblebot takes 1 Egg token and places it in its player area

D - Bumblebot gathers Nectar tokens as a player would, but does not need to place the Nectar tokens on Room tiles

E - Bumblebot takes no action

F - For each pair of dice:

- If Bumblebot has 4 or more Nectar tokens of one colour, return 4 of these tokens and take one Room tile, placed honey-side up
- If Bumblebot has 3 Nectar tokens of one colour and at least 2 Nectar tokens of another colour, return these 5 tokens and take one Room tile, placed honey-side up
- If Bumblebot has 3 Nectar tokens of one colour and 1 Egg token, return them and take one Room tile, placed honey-side up
- If Bumblebot has been unable to take a honey-side Room tile, they instead take 1 Nectar token for each pair of dice placed on F, matching the dice value. For a harder game Bumblebot takes 1 Nectar token PER die placed on F. This option is resolved at the end of the action. Nectar gained in this way cannot be used for any other F actions in this round.
- If there are multiple pairs of dice, resolve them in the order shown on the most recently played Bumblebot card. If there is ever a choice of which tokens to use, choose them at random.

G - Discard the top card of the Queen Bee deck

Blocker dice do not result in any actions being taken but DO count for majority at action D.

At the end of each Night Phase, discard the top card from the Queen Bee deck.

End of the Game

The game ends when either you or Bumblebot reach the target number of honey or if the Queen Bee deck runs out. If Bumblebot has more honey than you, then you have lost the game! If not and you have more honey than Bumblebot you have won. If you have the same, use normal tiebreakers.

Difficulty

There are 3 ways to adjust the difficulty:

Queen Bee cards: Start with more or fewer Queen cards in the deck for an easier or harder game respectively. This will increase or decrease the number of rounds you have to play the game.

Second places: Remember, as standard there is no second place award for Action D. For an easier game you get 1 Nectar token for being 2nd, for a harder game Bumblebot gets 1 Nectar token for being second.

Failed F actions: As standard Bumblebot gets 1

Nectar token per pair of dice at Action F that fail to make honey. To increase the difficulty, give Bumblebot 1 Nectar token per die instead.

	Easier	Standard	Harder
Queen Cards	18/20	14/16	10/12
Action D 2nd place	Player gets 1	No tokens	Bumblebot gets 1
Action F failures	1 token per pair	1 token per pair	1 token per die

Playing with the Threats Expansion

The Threats expansion add an additional challenge to the game and works differently in solo play than it does in multiplayer. Include 2 'Guards' and 2 'Soldiers' Queen cards in your Queen Bee card deck.

Threat cards are set up and added to the game each round as explained in the multiplayer rules. On your turn you may place a die on any Threat card in any of the first 3 spaces, providing they are unoccupied.

On Bumblebot's turn if they would place a die on G or E, they instead place a die on a Threat card. If no other die has been placed on the Threat, Bumblebot will place the die already selected. If there is already a die on the Threat and Bumblebot has a matching die, they place that die, even if it was not the die originally selected. If there is more than one Threat in play then Bumblebot places on a Threat that they would receive a penalty from. If it has no matching die, they place the selected die.

Blockers are never placed on Threats.

At the end of the round, check the Threat card. If there are 3 matching dice placed there, remove the Threat from the game and you may claim a reward as normal if you placed a die on the Threat. Bumblebot will always collect 1 Egg token if they placed any matching dice. If there are not 3 matching dice, and you do not have a die there, you are affected by the Threat as explained on the card. If Bumblebot has not placed a die on the Threat, then they are affected by the card*.

The Threat is only removed if 3 matching dice have been placed on it, in any other circumstances return all placed dice to their players and the Threat remains in play. New Threat cards are still added each round. There is no limit to the number of Threats in play.

* Hornet and Wasp - Bumblebot will lose the Nectar token they have the fewest of. If tied choose at random.

Waxworm and Mites - Bumblebot will lose 1 Nectar token as above as they cannot lose one Room tile.

Credits

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Thanks to: Henry Jasper and Rachel Dobbs for their work on publishing the first edition, Liam Kirkman, and all the playtesters, backers and fans of the first edition.

Threat card reference

Ant and Beetle
At the end of the Night Phase each player must discard 1 Egg token. If you have no spare Egg tokens, discard 1 honey.

Dragonfly and Spider
At the end of the Night Phase each player must discard 1 Bee die.

Mouse and Mould
At the end of the Night Phase each player must discard 1 Nectar token. If you have no spare Nectar tokens, discard 1 honey.

Mites and Waxworm
At the end of the Night Phase each player must discard 1 Room tile (and all of its contents, if any).

Hornet and Wasp
At the end of the Night Phase each player must discard 1 Nectar token. If you have no spare Nectar tokens, discard 1 honey.

No Threat
Nothing happens.

Round sequence

Day Phase

All Players roll all of their Bee dice for everyone to see.

Then players place their Bee dice, one at a time, in turn order, until all dice have been placed or used.

Night Phase

Players resolve their dice, in order from A - G, until all dice have been resolved.

Resolved dice are returned to the players pool.

Round End

Check if the game end has been triggered.

Game end:

- One or more players have made at least the minimum number of honey (5 for a short game, 7 for a long game)
- The Queen Bee card deck is empty

If game end has not been triggered, pass the First Player card clockwise.

In a 1-3 player game, remove all Blocker dice. If not using the Solo cards, place new Blockers as explained in setup.

Queen Bee card reference

Directions
Day: Choose a flower (D) card where you have placed at least 1 Bee die. For the rest of this game round, you may place Bee dice on that flower even if their value does not match.

Double Park
Day: Play immediately before placing a Bee die. This turn you may place a Bee die of the appropriate value on a non-flower action card space (A, C, E, G) where a Bee has already been placed.

Volunteer
Day: Play at the beginning of Day Phase to use 1 additional Bee die, taken from your supply, for this round only. Discard that Bee die back to your supply at end of round.

Overtime
Day: Play immediately before placing a Bee die to change it to any value.

Alchemy
Night: Play when making 1 honey (F) to complete the action using 4 Nectar tokens of any colour.

Bounty
Night: Play when collecting at least 1 nectar token (D) to collect 1 additional nectar token of that colour.

Eager Bee
Night: Play at the beginning of the Night Phase to immediately resolve a single Bee die action on any non-flower action card (A, C, E, G) outside of the normal action order.

Efficiency
Night: Play when making 1 honey (F) to complete the action using 3 Nectar tokens.

Expertise
Night: Play when hatching 1 egg (B) or making 1 honey (F) to complete the action using a pair of dice of any values.

Shuffle
Night: Play at any time during Night Phase to rearrange any/all of the contents of the rooms in your honeycomb.

Guardian*
Day: Play after one of your turns. Place 1 Guardian token over an empty space of a Threat card in play. The Guardian token counts towards resolving that Threat card.

Immunity*
Night: Ignore the negative effect of 1 Threat card this round.

** Threats Expansion*

Action card reference

Collect Room tile

Trade for Nectar

Hatch Eggs

Move Nectar/Make Honey

Gather Eggs

Draw Queen Bee Card

Collect Nectar