

Bee First

A Mathematical Board Game

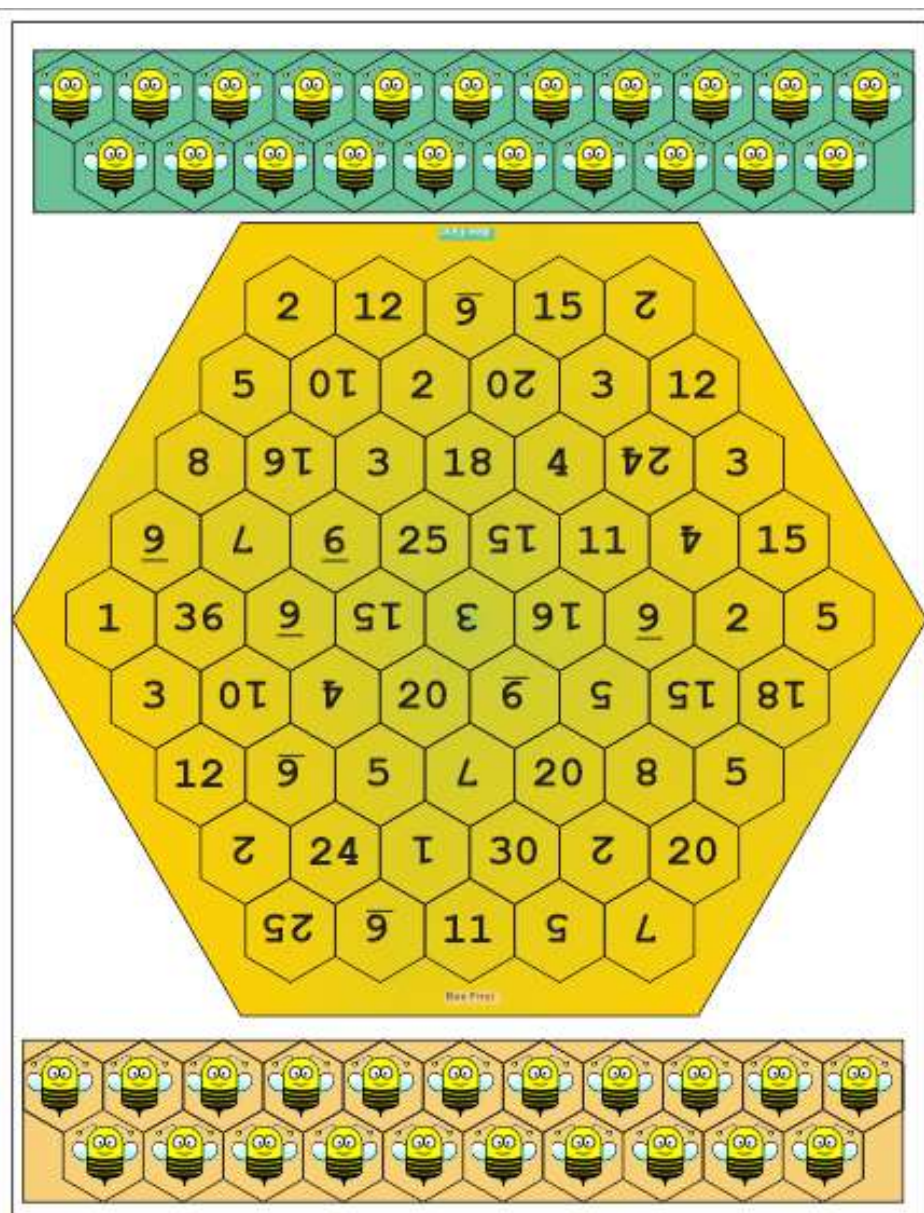
(July 15, 2021)

Worker bees match numbers to equations to tunnel through the hive from one end to the other. The first player to complete their tunnel wins the game and becomes the “**Bee Mathster**”. For two players, aged 6 and older. Extra bees available for up to four players.



LASERCUT COMPONENTS:

- Hexagonal hive-like game board
- 21 yellow bees
- 21 green bees
- 13 moveable tiles
- 2 dice
- 2 equation “cheat” sheets



OVERVIEW:

The object of the game is to form an unbroken line of bees from one end of the hive to the opposite facing end of the hive.

In placing the bees, you must form equations from the numbers on the two dice rolled and place your bee on one of the numbered locations.

For example, rolling 2 and 6 will yield four answers:

- $3 = 6 / 2$
- $4 = 6 - 2$
- $8 = 6 + 2$
- $12 = 6 \times 2$

SETUP:

1. Remove the 13 tiles from the board.
2. Shuffle the tiles.
3. Place the tiles randomly back into the board.
4. Give each player their 21 bees of the same color.

GAME PLAY:

Players take turns placing their bees on the numbered hive locations. On each turn a player will:

1. Roll both dice
2. Determine the answers for the two to four equations that can be formed from the two numbers on the dice.
3. Place their bee on a numbered location that matches one of the answers.

DOUBLES ROLL:

When you roll a double, you can play as above or remove one of your opponent's bees and end your turn. A removal should be strategic such that it disrupts the opponent's path or creates an opening for your bees.

ENDING THE GAME:

The game is over when one player forms a contiguous path from their side to the other side.

NO MORE BEES:

If you run out of bees, you can move existing bees.

EXAMPLE OF A WINNING TUNNEL:

Green bees have burrowed their way from one entrance to the other. Yellow's tunnel is incomplete.



STRATEGIES:

1. At first, scatter your bees.
2. Block as many locations at your entrance which is your opponent's exit.
3. Use double rolls to your advantage.
4. Claim at least one exit location.



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Mathematical Equations Formed From Dice Rolls

Dice Rolls



Equations

$1+1=2 \quad 1\div 1=1$



$1+2=3 \quad 2-1=1$

$2\times 1=2$



$1+3=4 \quad 3-1=2$

$3\times 1=3$



$2+3=5 \quad 3-2=1$

$2\times 3=6$



$2+5=7 \quad 5-2=3$

$2\times 5=10$



$2\times 2=4 \quad 2\div 2=1$



$3+4=7 \quad 4-3=1$

$3\times 4=12$



$4\times 4=16 \quad 4\div 4=1$

$4+4=8$



$6+4=10 \quad 6-4=2$

$4\times 6=24$



$6-5=1 \quad 5+6=11$

$6\times 5=30$



$6-3=3 \quad 3+6=9$

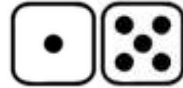
$6\times 3=18 \quad 6\div 3=2$

Dice Rolls



$1+4=5 \quad 4-1=3$

$4\times 1=4$



$1+5=6 \quad 5-1=4$

$5\times 1=5$



$1\times 6=6 \quad 6-1=5$

$6\times 1=6$



$2+4=6 \quad 4-2=2$

$2\times 4=8$



$2+6=8 \quad 6\div 2=3$

$6\times 2=12 \quad 6-2=4$



$3\times 3=9 \quad 3\div 3=1$

$3+3=6$



$5-3=2 \quad 3\times 5=15$

$5+3=8$



$4+5=9 \quad 5-4=1$

$4\times 5=20$



$5+5=10 \quad 5\div 5=1$

$5\times 5=25$



$6\div 6=1 \quad 6+6=12$

$6\times 6=36$

