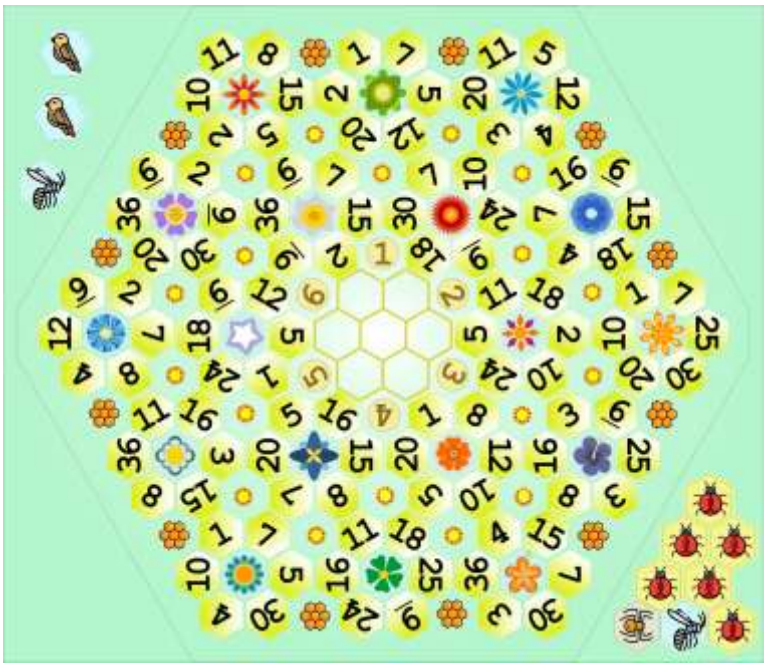
BEE FIRST

(Instructions updated March 4, 2020)

Be the first to get all of your bees into the hive by buzzing through a garden full of flowers avoiding predators and bad weather. Two play modes for different age groups: simple “match the die roll” and a mathematical equations game for older kids.



Lasercut Game Components:

- hexagonal double-side game board
- 18 flower tiles with 6 numbers on each
- 18 sun tiles
- hive tile with 6 entrances
- 30 bees in six different colours
- spider, wasp, bird and beetle tiles
- 35 action cards
- two dice.

Goal: Be the first player to get all your bees into the hive.

The Gameboard is a Habitat: The setting is a garden:

- The beehive is surrounded by a garden of flowers
- Bees move between numbered tiles on their way to the hive
- Beetles block bees
- The bird eats beetles
- The spider blocks one hive entrance
- The wasp sends bees out of the garden.

Setup:

- Randomly place the 18 garden tiles inside the game board.
- Place the hive tile in the center.
- Insert the 18 sun tiles between the garden tiles.
- Shuffle and stack the action cards.
- Give each player five bees and three action cards. For a shorter game, use fewer bees.
- Players will place two of their bees on random orange hive spaces at the edge of the garden.
- Leave the remaining bees at the edge of the board, ready to enter the garden.
- Place the spider on hive entrance number 1.

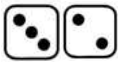
Two Modes of Play: Depending on the how well your kids know math, there are two methods of play.

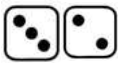
- Match Mode: match a die roll to move a bee
- Math Mode: use a mathematical equation to move a bee.

Game Play:
The game play for both versions is quite similar. The dice are used differently. For match mode, use the flip side of the gameboard.

On each turn, a player will:

- Roll both dice - if doubles are rolled, move the spider and wasp (see below)
- Optionally play and discard an action card
- Optionally place their beetle
- Add a bee or move a bee (including entering the hive).

Move a Bee in Match Mode:
Move your bee to the adjacent hex that has any digit from either die. For example,  matches 2, 3, 12, 20, 24, 25, 30, 36.

Move a Bee in Math Mode:
Move your bee to the adjacent hex that matches the answer to any mathematical equation based on the two numbers rolled. For example,  matches 1, 5 and 6: 3-2=**1**, 3+2=**5**, 3x2=**6**. Pairs of numbers will yield two, three or four different answers. Choose your move strategically. See chart below for all possible combinations.

Doubles Dice Roll: Upon rolling doubles you:

- Must move the spider clockwise to the next hive entrance
- Optionally move the wasp to another sun tile (see below)
- Optionally move the bird to another sun tile (see below).

Action Cards: Various action cards let a player thwart their opponent or advance their own bee(s). After playing an action card, discard it then continue by moving a bee. Actions depend on the image on the card as follows:

- Flower Power: has two actions:
  - move any bee (yours or opponent's) to any matching die roll or math answer adjacent to the flower matching the card
  - or rotate the flower tile and its bee(s) (see below).
- Sun: move all your bees that are adjacent to all sun tiles one hex towards the hive or move opponent's bees back one hex.
- Rain: send a frightened bee of your choice out of the garden.
- Bird: move the bird to any sun tile adjacent to a beetle, then remove and keep the beetle.
- Wasp Swarm: all bees not in the hive must exit the garden. Can only be played when there are less than four bees in the hive.

Entering the Hive: To enter the hive, your bee must be adjacent to one of the six entrances numbered 1-6: . If either of your dice matches the entrance number, the bee can enter the hive. Once in the hive, the bee does not leave. You cannot move through the spider blocking the entrance.

Rotate a Flower Tile: Carefully lift and rotate the tile strategically: rotate your own bee closer to the hive or rotate an opponent's bee further from the hive. Rotate as many spaces as needed.

Moving the Wasp: After rolling doubles move the wasp to any sun tile with an adjacent number (1-6) matching the die roll. Any bee(s) adjacent to the wasp must exit the garden.

Moving a Beetle: Beetles are placed on any numbered tile except the hive entrances. Beetles block the movement of a bee. Only the bird can eat and remove a beetle.

Using the Bird: If your bee happens to be next to the bird, the bird will happily transport your bee to the closest number matching your equation. Place the bird on the adjacent sun tile. You cannot use the bird two turns in a row.

Moving the Bird: With a bird action card, you can move the bird to another sun tile.

Prohibited Moves and Actions:

- You cannot move your bee over a beetle.
- You cannot move your bee through the spider.
- You cannot use the bird two turns in a row.
- You cannot move a bee adjacent to the wasp.
- You cannot move your bee over another bee.
- You cannot use the wasp card when there are more than three bees in the hive.
- Action cards are not reused – simply discard.

Strategies:

Always look first to see if your die roll allows a bee to enter the hive.

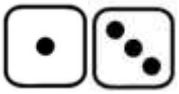
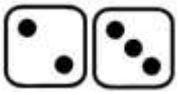
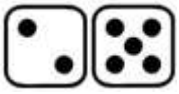
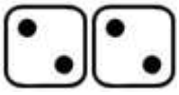
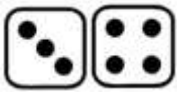
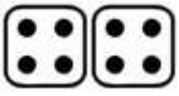
Play the action cards strategically. For example, if you have the wasp card, wait until most of your bees are inside the hive before using it.

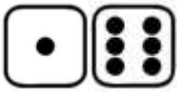
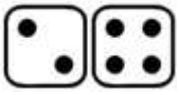
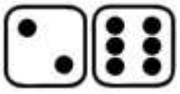
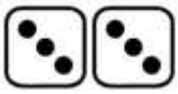
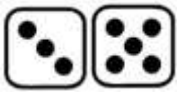
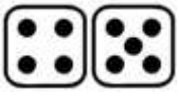
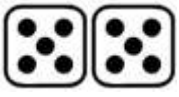
If you don't have a good move, try to move an opponent's bee backwards using flower power.

Use the beetle to block movement of an opponent's bee.

Use flower power to move your bee closer to the hive or an opponent's bee further from the hive.

Die Rolls to Mathematically Move a Bee

Dice Rolls	Equations
	1+1=**2** 1÷1=**1**
	1+2=**3** 2-1=**1** 2x1=**2**
	1+3=**4** 3-1=**2** 3x1=**3**
	2+3=**5** 3-2=**1** 2x3=**6**
	2+5=**7** 5-2=**3** 2x5=**10**
	2x2=**4** 2÷2=**1**
	3+4=**7** 4-3=**1** 3x4=**12**
	4x4=**16** 4÷4=**1** 4+4=**8**
	6+4=**10** 6-4=**2** 4x6=**24**
	6-5=**1** 5+6=**11** 6x5=**30**
	6-3=**3** 3+6=**9** 6x3=**18** 6÷3=**2**

Dice Rolls	Equations
	1+4=**5** 4-1=**3** 4x1=**4**
	1+5=**6** 5-1=**4** 5x1=**5**
	1x6=**6** 6-1=**5** 6+1=**7**
	2+4=**6** 4-2=**2** 2x4=**8**
	2+6=**8** 6÷2=**3** 6x2=**12** 6-2=**4**
	3x3=**9** 3÷3=**1** 3+3=**6**
	5-3=**2** 3x5=**15** 5+3=**8**
	4+5=**9** 5-4=**1** 4x5=**20**
	5+5=**10** 5÷5=**1** 5x5=**25**
	6÷6= 6+6=**12** 6x6=**36**

GAME PLAY SUMMARY

1. Roll Dice	**Doubles?**: Move spider, wasp, bird (and bee)
2. Action Card	**Flower**: move any bee or rotate a flower **Sun**: advance/retreat all bees one hex space **Bird**: eats a beetle **Rain**: one bee exits garden **Wasps**: all bees not in hive exit garden
3. Beetle	Optionally add your beetle
4. Move Bee	Move a bee

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