

Thank you to those who provided graphics for this game. The Brushy Mountain Bee Farm provided the photos of the beehive parts and the protective clothing. Homeschool Share provided most of the other graphics. A few of the graphics were free from the internet.

## To prepare the game for play...

You may print all files on regular paper or you may choose to print the game cards and hex spaces on card stock or heavier paper. You may laminate the game board or cover it in contact paper. The Honey Money is best printed on regular paper.

These files are very colorful and are best printed using a color printer. If you do not own a color printer, you may choose to print the game board (Hex paper-blank) on green paper, the "Hex paper-orchard" on white paper, the "Hex paper-blank" (for the path) on purple paper, the "Flower Cards" and "Flower Cards good stuff" on pink paper, the "Hex paper-flower" on pink paper (to match the cards), the "Wasp Cards" on orange paper, the "Honey Money 1" on blue paper, the "Honey Money 5" on yellow paper, the "Hex paper-honeycomb" on yellow paper, and the "Beekeeper Store Parts" on white paper. Or choose what colors suit your situation.

### Print one Beekeeper Game Rules.

**Print 6 (or more) Hex paper-blank** on white (or a flowery scrapbook paper) for your game board. You may make the game board as big as you would like to accommodate your family. Piece the board together by trimming edges and taping together. The larger your game board, the more Hex paper spaces you will need to print. Print the minimum listed first. If you need more, print another sheet. You may want print a sheet of the game board on white paper and trace the hex shapes onto 12" scrapbook paper. Four 12" scrapbook sheets work well.

**Print one set of Hex paper-orchard.** These are the 'Home Orchard' spaces. Each player has a Home Orchard or Field. Cut each 3-hex unit as one piece to be used during the game set up. You may use the 3-hex unit as a pattern to cut out more orchards if the orchards and fields provided are not enough.

**Print one set of Flower Cards.** Print the "Flower Card back" on the other side before you cut the cards apart. These are the questions for the game. Each card has a key number on it so you can look up the answer on the answer sheet. Cut apart for game use.

**Print one set of Flower cards good stuff.** (or two if you want more included in your **Flower Card** deck.) Print the "Flower Card back" on the other side before you cut the cards apart. These cards are shuffled in the Flower Card deck and include other ways to get Honey Money or Beekeeper Supplies without answering questions. Cut apart and shuffle with the **Flower Cards**.

### Print one Answer Key.

**Print one or two sets of Wasp Cards.** Print the "Wasp Card back" on the other side before you cut the cards apart. Cut apart for game use.

**Print 3 sets of Brushy Mountain Bee Farm Parts** (make sure you have 1 set printed for every two players). If you would like a picture on the back, print Beekeeper Store back on the other side of the sheet before you cut the cards apart. Cut the cards apart. These go in the Beekeeper Store.

**Print 4 or 5 sheets of Hex paper-blank on yellow** (or other colored) paper to use for your empty path spaces. Cut apart to use for game spaces.

**Print one sheet Hex paper-honeycomb.** This file has the Beekeeper Store pieces and the Honey Comb pieces. Cut apart to use for game spaces.

**Print one sheet (or more) Hex paper-flower.** This file has the Flower spaces and the Honey Pot space. Cut apart to use for game spaces.

**Print 3 sheets of Honey Money 1** (you may print as many sheets as you need). Cut apart to use during the game.

**Print 2 sheets of Honey Money 5** (you may print as many sheets as you need). Cut apart to use during the game.

*Optional*

*Print 1 sheet of **You ve been stung!** cards with the Flower Card back on the other side. These may be mixed in with the Flower Cards if you choose.*

## Set up the Game

Place an orchard for each player on the game background. This is your home orchard.

Place the hex spaces throughout the game background connecting the orchards and surrounding the board. Make sure there are no dead ends on your path. Hex path pieces include empty colored pieces, Brushy Mountain Beekeeping Store pieces, Flower pieces, and the Honey Pot. Orchards are considered one space and you may pass through them as if they are part of the path.

You may use as many Honey Money spaces, Flower spaces, and Brushy Mountain Beekeeping Store spaces as you would like to make your path. There is only one Honey Pot on the board. We use Repositionable Glue Sticks to place the paper hex spaces on the board.

Our board is covered in contact paper. You may laminate yours for durability. You may also choose to permanently adhere the hex spaces to the board and then laminate the board for easier storage.

Use two dice, mark one six with an X to indicate that it is a "Wasp" (on one die only). When the wasp is rolled, you must pick a Wasp card and follow the directions.

Use buttons or other markers for game pieces. We found buttons that look like bees at the local craft store.

## Honey Bee Game Rules

**Object** To collect needed beekeeping supplies and be the first one back to your home orchard or field to set it up. You must collect one of every card from the Beekeeper's Supply List. Once the parts are all collected, you must make it back to your home field or orchard.

### Types of Cards

*Wasp Cards*—Getting stung is no fun! Pick a Wasp card and follow the directions.

*Flower Cards*—These cards contain questions about bees. Each correct answer is worth 2 Honey Money unless otherwise noted. There are also other "Flower Cards" that have Honey Money value but do not include answering questions. You may also include "You've been stung!" cards that have a flower on the back that tell you to pick a wasp card. You may leave these cards out if you would like.

*Honey Money*—Honey Money is earned as questions are answered about bees. Honey Money is used to pay for beehive parts. The Honey Money is kept by the Beekeeper Store Manager.

*Beekeeping Supply Cards*— are collected to show how much of the Beekeeper's Supply List you have accumulated. The unsold cards are kept by the the Brushy Mountain Beekeeping Store Manager.

### Types of Spaces on the Board

*Flower Spaces*—pick a flower card and follow the directions

*Brushy Mountain Beekeeping Store spaces*—This is the Brushy Mountain Beekeeping Store, you may purchase any part of the beehive you need.

*Honey pot*— all money or beehive parts that must be given up from wasp cards goes here. If you land on the honey pot, you get everything in the Honey Pot. You cannot land on the Honey Pot on two consecutive turns.

*Empty Colored spaces*—empty spaces hex spaces that have been printed on yellow or other colored paper.

**Choose one person to be the Brushy Mountain Beekeeping Store Manager.** They keep all the unsold supplies for the Brushy Mountain Beekeeping Store as well as the Honey Money.

Set up the **Flower Cards**. You may add in some **You've been stung!** cards to this deck if you choose to. Or you may choose to use the "X" on the dice as when you get stung and must pick up a **Wasp Card**. Shuffle the **Flower Cards Good Stuff** with the **Flower Cards** that have the questions.

Choose a spot for the **Flower Cards** and the **Wasp Cards** within reach of the players. Also choose a spot to store the **Honey Pot 'loot'**. (It won't fit on the board unless you choose to use an extra orchard and put the loot in the un-used orchard).

Place 10 Honey Money in the Honey Pot.

Before play begins each player receives **20 Honey Money**, a **Beekeeper's Supply** card, and one randomly chosen **Beekeeper Supply** to start. To choose the random Beekeeper Supply, roll a single die and use the chart below:

| <i>If you roll a...</i> | <i>then you get a...</i>                   |
|-------------------------|--------------------------------------------|
| 1                       | Queen Excluder                             |
| 2                       | Queen Bee                                  |
| 3                       | Frames with foundation                     |
| 4                       | Shallow Super <b>OR</b> Brood Box          |
| 5                       | Roof <b>OR</b> Hive Stand and Bottom Board |
| 6                       | Nuc                                        |

Protective Clothing is never to be given out at the beginning of the game. It must be purchased.

You may adjust any rules to suit the players. If you want a longer game, hand out less **Honey Money** and no **Beekeeper Supplies** at the beginning.

## To Play

Play begins with the youngest player and moves clockwise.

Roll the dice and move the correct number of spaces. You may move in any direction on the board but you may not change directions in the middle of your turn. You may not land on or use the same space twice in one turn. Each orchard and field counts as one space. You may pass through any orchard or field. The game gets very interesting if you have laid down several path pieces side by side.

**If you land on a Flower Space.** Draw a **Flower Card** and follow the directions. Place the **Flower Card** in a discard pile. There is an Answer Key provided for the questions.

**If you roll an "X" on the die** (or however you indicated a Wasp on one 6), draw a **Wasp Card** and follow the directions. The **Protective Clothing** card protects you from any **Wasp Card** or **Wasp Attack** unless you get a **Wasp Attack** that says, "Loose your protective clothing".

If the **Wasp Attack** card directs you to give up something, whatever you give up must go in the **Honey Pot**.

If you do not have the part of the Beekeeper supplies that is asked for, you must give up the equivalent amount of Honey Money. If you do not have the total amount of Honey Money, you give up what you have. You must sell what **Beekeeper Supplies** you have as 'used' for ½ of the face value. In other words, if you have Honey Money or beekeeping supplies you must give up your Honey Money or sell your beekeeping supplies to pay your debt.

The **Wasp Card** goes to the bottom of the stack to be redrawn later.

**If you land on the Honey Pot** you get whatever has been collected in the Honey Pot. You may not gather from the Honey Pot again unless you visit your Home Orchard or Field first. Once in a while you will have a player who guards the Honey Pot. Adjust the rules to avoid this problem. One

suggested rule is that whenever someone lands on the **Honey Pot** the player to his right gets to move the **Honey Pot** to another location of their choosing as long as it is attached to the path.

**If you land on the Honey Comb** you get one Honey Money! (A great way for non-beekeeping friends to still earn Honey Money for Beekeeping supplies.)

**If you land on a Brushy Mountain Beekeeping Store** you may purchase any needed **Beekeeper Supplies**. You may barter and trade for items with other players when it is your turn.

**If you land on an empty space** nothing happens. Take a break!

Once you gather all your **Beekeeper's Supplies** head back to your Home Orchard or Field. As soon as you get there and 'set up' your hive, you are the winner!

## **Answering Flower Cards**

You may ask for help from any other player when you have a question you cannot answer. They may ask for Honey Money in return. Make the deal before any answers are given.

If an answer is shouted out by another player, you may use their answer without giving them any Honey Money.