

# HONEYCOMBO

A ROLL-AND-WRITE GAME BY  
KENJI SUGAWARA

## 1-99 Players | 30-40 Minutes

**Compete with neighboring honeybee colonies to produce the most honey! Collect nectar, pollinate, and assert your dominance as the Queen Bee to create the most efficient hive there was ever to be!)**

### .....Object of the Game.....



The object of the game is to utilize the dice to fill up your hive with resources like nectar, pollen, or larvae. While producing the most honey from nectar is the goal, don't disregard the various tracks on your player sheet which can unlock powerful abilities, bonus points, and not to mention, the potential for big combo actions!

### .....Goal.....



The goal is to score the most honey points. The game's end is triggered once a player reaches the 25th honey point threshold on the nectar track, at which point the remainder of the current round is played out and final scores will be tallied.

### .....What You'll Need.....



- Player Sheets (print as many as necessary)
- 5 D-6 Dice (1 Sector Placement Die, 4 Hive Dice)
- Writing Utensils
- 6 Player Reference Cards (optional)

### .....Game Set Up.....



#### **Player Sheet and Pencil**

Each player gets one player sheet (their personal honeybee hive) and a writing utensil (preferably pen or pencil).

#### **Dice**

Place the Sector Placement die in a location that all players can see with the "1-pip" side facing up. The player who most recently consumed honey begins the game with all four of the hive dice. This player is the first active player.



*Note: When in doubt, always follow the Sector Placement die.*

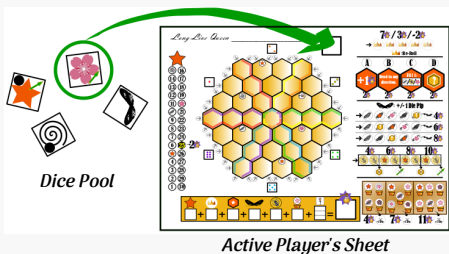
## ---Game Play (2-6 Players)---

In a 2-6 player game, there is one active player in each round.

The Sector Placement die indicates which sector of the hive players can place resources or start honeycomb activation actions for that specific round. Thus, the game begins with players starting in sector 1 in the first round and rotates from sector 1 to sector 6 as the game continues.

### **Active Player**

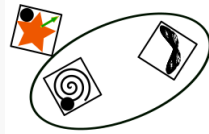
The active player rolls all 4 hive dice (to form the dice pool) to begin each round. The active player then selects 1 of the dice from the dice pool and places it into the die holding spot at the top of the player sheet, thereby preventing all other players from selecting that die in that round.



*In the example above, Christian, the current active player took a pollen die, thus preventing all other players from using that die. The remaining dice include: nectar, larvae, and wings. (This example uses an older version of HoneyCombo\*)*

### **Passive Players!**

All other players may then simultaneously select 2 of the 3 remaining dice from the dice pool (taking 1 dotted die and 1 die with no dot), and taking the resources/actions corresponding to the 2 dice that have been selected. The active player also selects 1 additional die from the remaining dice pool (again, following the 1 dotted die and 1 non-dotted die rule).



*In the example above, Emory, a passive player selects a dotted die and a non-dotted die (in this case, the larvae die and the wings die).*

### **Dice Actions**

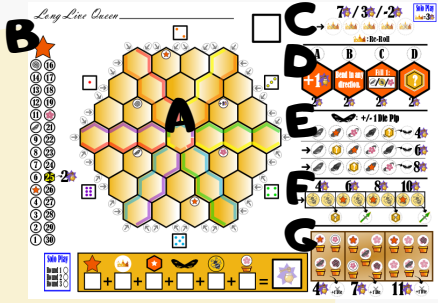
You can utilize the dice actions in any order (regardless of whether you're the active or passive player).

### **Sector Placement Die**

Once all players have selected their dice and have taken the corresponding actions, the Sector Placement die will gain 1 value (eg. 1 pip to 2 pips) and the 4 hive dice will rotate to the next player in a clock-wise fashion, thus making that player the upcoming round's active player. Play will continue in this manner until a player reaches the 25th honey point threshold, at which point the remainder of that round will be played out.

*Note: The Sector Placement die rotates from 1-6 and will begin at Sector 1 again.*

# -----Player Sheet Anatomy-----



There are 37 hexagonal spaces in your hive where resources may be placed, honeycombs can be activated, and ultimately where nectar is converted into honey. There are also 6 unique tracks (nectar, crown, Special Honeycomb, wing, worker bee, and flower) that will be explained in more detail later on. The square at the top is a die holding spot (for 2-6 player games). The bottom of the player sheet is the scoring calculator, which is used only during end-game scoring.

## A. Honeybee Hive

The honeybee hive is where you strategically place various resources with the hopes of activating them to ultimately score points. Resources are collected by selecting the corresponding die in the dice pool within each round. Only 1 type of resource can go in a single honeycomb. The resources that may be placed into the hive are as follows:

- Nectar (🍯) - maximum of 3 nectar in a single honeycomb
- Larvae (🐝) - maximum of 1 larva in a single honeycomb
- Flower (🌸) - maximum of 1 flower in a single honeycomb
- Crowns (👑) - maximum of 1 crown in a single honeycomb
- Special Honeycombs (A, B, C, or D) - maximum of 1 special honeycomb in a single honeycomb

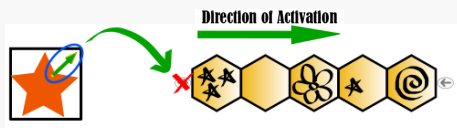
When you select the nectar, larvae, or special honeycomb from the dice pool, you must draw it into the hive following the round's sector placement boundaries using the suggested symbols.

*Note: Some honeycombs have built-in bonus resources. When placing a resource in those honeycombs, you may receive that bonus resource. All built-in bonus resources on the hive: nectar (2), flower (1), wings (1), honey point (1), larva (1).*

Meanwhile, when you select the flower or crown from the dice pool, you have the option to draw the corresponding symbol into the hive following the round's sector placement boundaries OR to advance in the corresponding tracks. However, you cannot do both.

## Activation

Each of the dice have one side showing a green activation arrow. If you select one of these dice, you may choose to activate any row of honeycombs (instead of using the resource/action on the die). When activating a row of honeycombs, cross out the arrow outside of the hive showing the direction of activation indicating that the row cannot be activated in that direction for the remainder of the game. Activating a row of honeycombs must be done in a straight line and no honeycombs may be skipped unless empty.



When activating a row of honeycombs (either through a die selection or through a bonus ability), that is your only action for that round regardless of if you're the active or passive player.

## Activation (continued)

When a honeycomb is activated, the resource inside the honeycomb dictates the action:

- If nectar (★) is activated, the honeycomb must be "colored in" (meaning it cannot be used for the remainder of the game) and the number of nectar activated is how many honey points are scored in the nectar track.



- If a larva (Ⓢ) is activated, the honeycomb must be "colored in" and the player may progress once on the worker bee track.



- If a flower (🌸) is activated, any adjacent honeycombs that are either empty or have less than 3 nectar in it each gain 1 nectar.



- If a crown is activated (via honeycomb row activation), the honeycomb immediately following the honeycomb with the crown inside has a doubled effect:

- If nectar is in the honeycomb following the crown, the amount of honey points scored is double the amount of nectar inside the honeycomb (maximum possible scoring of 6 honey points).
- If a larva is in the honeycomb following the crown, the player may progress twice on the worker bee track.
- If pollen is in the honeycomb following the crown, the surrounding adjacent honeycombs that are either empty or have less than 3 nectar in it gain 2 additional nectar (still with a maximum of 3 nectar in a honeycomb).
- Crowns do not have a doubling effect for other crowns.
- Crowns only have a doubling effect for Special Honeycombs "A, C, and D."

The single honeycomb activation ability (available via Special Honeycomb "D," a bonus provided occasionally from the wing track and worker bee track, and occasionally available for selection in the dice pool) allows the activation of any individual honeycomb following the current round's sector placement boundaries and cannot be used on crowns, Special Honeycomb "B," or Special Honeycomb "D."



## B. Nectar Track



The left-hand side of your player sheet has the nectar track, which indicates how much nectar you have converted into honey points. As you score honey points by converting nectar, you may cross-out or color (in) the nectar track to indicate how many points you have scored thus far. The game's end will be triggered once any player reaches the 25th point honey point threshold. You may exceed the 25th honey point threshold on the nectar track with a maximum of 30 honey points scored on this track. Any honey points scored on this track beyond 30 will not be counted. **Any players who reach the 25 honey point threshold will also gain 2 honey points at end-game scoring.**

As you convert nectar into honey and advance up the nectar track, bonuses may be unlocked, allowing you to place various resources into the hive following the current round's sector placement boundaries, or otherwise, advance in other tracks.

## C. Crown Track



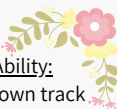
The top right-hand side of your player sheet holds the crown track, which indicates how many crowns you have collected throughout the game. When you select the crown from the dice pool, a crown may be circled in the crown track as an alternative to placing it into your hive.

### C. Crown Track (continued)

The player with the most crowns at the end of the game will score 7 honey points in end-game scoring. The player with the second most crowns will score 3, and the player with the least crowns will lose 2 points at end-game scoring. Players who are tied for first, second, or last place will simply score as usual (7 points for players tied for first, etc).

#### Crown Bonus Ability: : Re-Roll

Crowns also provide one-time abilities that you may utilize in any future round. You may cross out a crown in the crown track to re-roll the dice pool prior to selecting any dice.



#### Conditions for using the Crown Bonus Ability:

- You have collected a crown in the crown track
- You are the active player for that round

**Note: Crossing out a crown for the re-roll ability does not affect end-game scoring bonuses. You may not use multiple crown bonus abilities in a single round.**

### D. Special Honeycombs



The Special Honeycomb options are found below the crown track. When you select the Special Honeycomb from the dice pool, any of the Special Honeycombs may be selected and placed into your hive. When a Special Honeycomb is selected, cross out the corresponding letter above the Special Honeycomb and write the letter into any honeycomb following that round's sector placement boundaries. **Each Special Honeycomb placed into your hive scores 2 honey points each at end-game scoring.**

Each Special Honeycomb also has a unique ability or bonus that is provided once activated:

#### Special Honeycomb "A" Ability:

When activated, this Special Honeycomb scores 1 honey point on the nectar track.

#### Special Honeycomb "B" Ability:

When activated, this Special Honeycomb allows you to bend, during a honeycomb row activation action, from this honeycomb in any direction.

#### Special Honeycomb "C" Ability:

When activated, this Special Honeycomb allows you to progress one time on any of the following tracks: wing track, worker bee track, or flower track.

#### Special Honeycomb "D" Ability:

When activated, this Special Honeycomb allows you to activate any individual honeycomb following the current round's sector placement boundaries.

**Note: You may select Special Honeycombs in any order.**

### E. Wing Track

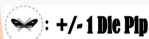


The wing track, found below the Special Honeycombs, indicates how many wings you have collected throughout the game. Once you select the wings from the dice pool, cross out the wing starting from the top row and left-most wing. Continue in the wing track in chronological order. **Wings provide bonus end-game honey points depending on which row you end in at the end of the game. If you end in the top row, 3 bonus points are awarded at end-game scoring. If you end in the second row, 6 points are awarded, and if you end in the third row, 8 points are awarded.**

As you collect wings, bonuses may be unlocked, allowing you to place resources into the hive, activate individual honeycombs (following the current round's sector placement boundaries), or advance in other tracks.

## **E. Wing Track (continued)**

### **Wing Bonus Ability:**



Once you complete a row of wings, the wing bonus ability is unlocked which you may utilize in any future round. You may cross out the wing bonus placement boundaries by +/- 1 die pip. You may only use this ability prior to selecting any dice.

### **Conditions for using the Wing Bonus Ability:**

- You have crossed out an entire row of wings
- You are the active OR passive player

***Note: The wing bonus ability is only applied to the player that crosses out the ability and thus does not affect any other player. You may not use multiple wing bonus abilities in a single round.***

## **F. Worker Bee Track**



The worker bee track, found below the wing track, indicates how many larvae have been transformed into worker bees throughout the game. When larvae within the hive are activated, they transform into worker bees. When a larva is transformed into a worker bee, you may cross out the left-most worker bee in the worker bee track. The worker bee track provides bonus end-game honey points depending on which tier you end in at the end of the game. **If you finish in the first tier, 4 honey points are scored at end-game scoring. The second tier scores 6 honey points, while the third tier scores 8 and the final tier scores 10.**

As larvae are transformed into worker bees, bonus nectar may be unlocked, allowing you to place the nectar into the hive following the current round's sector placement boundaries.

## **Worker Bee Bonus Ability:**



Once you complete a tier in the worker bee track, a worker bee bonus ability is unlocked which is dependent on which tier was completed and which may be utilized in any future round. The worker bee bonus ability that was unlocked may be crossed out to either activate an individual honeycomb or activate any row of honeycombs following the current round's sector placement boundaries. You may only use this ability prior to selecting any dice.

### **Conditions for using the Worker Bee Bonus Ability:**

- You have completed a tier in the worker bee track
- You are the active OR passive player

***Note: You may not use multiple worker bee bonus abilities in a single round.***

## **G. Flower Track**



The flower track, found below the worker bee track, indicates how many flowers you have collected throughout the game. When you select the flower from the dice pool, you may cross out any flower in any of the garden beds in the flower track as an alternative to placing it into your hive. The flower track provides bonus end-game honey points depending on whether you complete an entire garden bed or not. **If the first garden bed is completed, 4 honey points are scored at end-game scoring. The second garden bed scores 7 honey points, and the third garden bed scores 11.**

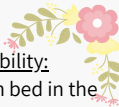
As you collect flowers, bonuses may be unlocked, allowing you to either place resources into the hive or advance in other tracks.

### C. Flower Track (continued)

#### Flower Bonus Ability:



Once you complete a garden bed, the flower bonus ability is unlocked which may be utilized in any future round. The flower bonus ability may be crossed out to allow you to utilize 1 more die from the dice pool (in addition to the 2 allotted dice selections). You may only use this ability prior to selecting any dice.



#### Conditions for using the Flower Bonus Ability:

- You have completed an entire garden bed in the flower track
- You are the active OR passive player

*Note: The flower bonus ability allows you to use 1 additional die. At the round's end, you will have used 3 different dice, as opposed to 2. You may use the active player's die. You may not use multiple flower bonus abilities in a single round. The first and second garden bed each have 1 flower (🌸) that grants you 1 additional bonus flower. You may use this to draw 1 flower in your hive, or cross out 1 additional flower in the flower track.*

### .....Scoring.....



When a player reaches 25 honey points, you play the rest of the round, after which point the game ends. You will use the bottom of your player sheet to calculate end-game scores for the various tracks.

#### Nectar Track Scoring

The first section of the scoring calculator is for the total points you have scored in the nectar track (in addition to the bonus 2 honey points scored for any players reaching the 25 honey point threshold).

#### Crown Track Scoring

The player with the most crowns scores 7 points. The second most scores 3, and the least crowns loses 2 points.

#### Special Honeycomb Scoring

Score 2 honey points per Special Honeycomb.

#### Wing Track Scoring

Score 4 honey points if you end in the first row, 6 for the second row, 8 for the third row. Rows are not cumulative in scoring.

*Note: Rows do not need to be completed to score wing track points.*

#### Worker Bee Track Scoring

Score 4 honey points if you end in the first tier, 6 for the second tier, 8 for the third tier, 10 for the fourth tier. Tiers are not cumulative in scoring.

*Note: Tiers do not need to be completed to score worker bee track points.*

#### Flower Track Scoring

This section is scored based on completed flower beds. First flower bed scores 4 honey points, second flower bed scores 7, and the third flower bed scores 11 -- flower bed scores are cumulative. Remember, all flowers in the flower bed must be crossed out to score honey points.

#### Total Scoring

All scores are added up and the player with the most honey points after final scoring is the winning queen bee!

In the event of a tie, the player with the most non-activated (non-"colored in") larvae in the hive among the tied winners wins.

$$\begin{array}{c}
 \star \quad \text{Crown} \quad \text{Honeycomb} \quad \text{Wing} \quad \text{Worker Bee} \quad \text{Flower} \\
 20 + (-2) + 4 + 8 + 6 + 15 = 51
 \end{array}$$

*In the example above, Amara scored 20 nectar points, -2 crown points, 4 Special Honeycomb points, 8 wing points, 6 worker bee points, and 15 flower points for a total of 51 points!*

## -----Solo Play-----



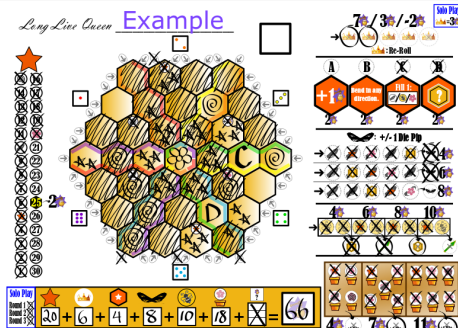
HoneyCombo also allows for a solo-play variant in which a few rules from the original game are modified and is intended to be a quick but rich experience, mirroring similar aspects enjoyed from the original game.

What's Different:

- 3 full rotations of the hive are played (the sector placement die rotates from 1-6, three times, at which point, the game will end)
- No Active Player (the solo player still selects 1 dotted and 1 non-dotted die)
- Each crown collected in the crown track scores 3 bonus end-game honey points
- Each time a crown or Special Honeycomb is rolled in the dice pool, the player must color in 2 empty honeycombs (per crown or Special Honeycomb) of their choice in that round's sector

## Solo Scoring Criteria:

- <45 *Rejected Queen*
- 45-54 *The Growing Princess*
- 55-69 *Fit to Rule*
- 70+ *Monarchy for the Ages*



In the example above, Lilian played the Solo variant and scored 66 points! (This example uses a slightly older version of HoneyCombo\*)

## ----Unlimited Player Count Variant



HoneyCombo also allows for an unlimited player count variant in which the original game is only slightly modified and is intended to be a competitive version fit for as many players as you would enjoy.

What's Different:

- No Active Player (each player still selects 1 dotted and 1 non-dotted die)

## -----FAQ-----



### Activation

- When activating a row of honeycombs, each honeycomb must be activated if any resources are in it.
- If a honeycomb is empty in a honeycomb row activation, it is skipped over.
- When you activate a row of honeycombs and you unlock any bonus resources in the process, you cannot add those bonus resources into any honeycombs in that row being activated (in effect, that row of honeycombs is locked during the activation process).
- Honeycomb row activations must follow the Sector Placement die (some rows fall in the domain of 2 different sectors).

### Bonus Abilities

- You may use the wing bonus ability to change the Sector Placement die from 1 to 6, and vice versa.
- You may use the wing bonus ability's effect for more than 1 die action/resource in a single round.
- You may not use the worker bee bonus ability to activate any honeycomb and then select a die from the dice pool to activate a row of honeycombs. (Activating a row of honeycombs is always your only action).
- Bonus abilities may be used in combination with each other; however, each type of bonus ability can only be used once per round.



# ....FAQ (continued)....



## Center of Honeycomb

- The center of your honeycomb is in the domain of every sector (so place a resource in there strategically!)

## Resources in Hive

- When nectar or larvae are activated, the honeycomb that holds the resource is "colored in," thus making that honeycomb unusable for the remainder of the game.
- When flowers, crowns, or Special Honeycombs are activated, the honeycomb is never "colored in," therefore, these honeycombs may be activated multiple times throughout the game.
- Dice selections are always optional.

## Solo Play

- A maximum of 4 empty honeycombs may be "colored in" per round. In other words, if you "colored in" 4 honeycombs and re-rolled (via the crown bonus action) more crowns or Special Honeycombs, you do not need to "color in" any more honeycombs.
- If an empty honeycomb has an unlocked bonus resource, you may take the bonus resource and place it into your hive.
- If you can no longer "color in" any empty honeycombs in a sector, you do not have to "color in" any honeycombs in that sector for the remainder of the game.

*Long Live Queen* Write your name (or make one up!)

This indicates which sector of the hive the current round is in.

Example of a bonus resource in the nectar track

Example of a bonus resource within the hive

Arrow indicating direction of row activation

These 3 activation arrows belong in both sectors 4 & 5!

Die holding location (for active player in 2-6 player games) OR Sector Placement die holder in Solo/Unlimited Play

7/3/-2 Solo Play = 3

Re-Roll

A B C D

+1 Send in any direction. Fill! ?

Wing bonus abilities

+/- 10

Worker bee bonus abilities

4 6 8 10

Extra flower bonus resource

Blank flower

Flower bonus abilities

**Solo Play**

Round 1: [ ] + [ ] + [ ] + [ ] + [ ] = [ ]

Round 2: [ ] + [ ] + [ ] + [ ] + [ ] = [ ]

Round 3: [ ] + [ ] + [ ] + [ ] + [ ] = [ ]

Round Tracker in Solo Play







HoneyCombo Reference			HoneyCombo Reference		
Probability:	Drawn as:	Action or "When activated":	Probability:	Drawn as:	Action or "When activated":
8/24		Score honey points on nectar track.	8/24		Score honey points on nectar track.
5/24	N/A	Progress up wing track.	5/24	N/A	Progress up wing track.
4/24		Progress up worker bee track.	4/24		Progress up worker bee track.
4/24		Progress in flower track OR adjacent honeycombs gain a nectar.	4/24		Progress in flower track OR adjacent honeycombs gain a nectar.
1/24		Progress in crown track OR immediately following honeycomb on row activation has doubled effect.	1/24		Progress in crown track OR immediately following honeycomb on row activation has doubled effect.
1/24	A/B C/D	Special Honeycomb ability (check A/B/C/D).	1/24	A/B C/D	Special Honeycomb ability (check A/B/C/D).
1/24	N/A	Activate an individual honeycomb.	1/24	N/A	Activate an individual honeycomb.
4/24	N/A	Activate a row of honeycombs.	4/24	N/A	Activate a row of honeycombs.

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1/24	N/A	Activate an individual honeycomb.	1/24	N/A	Activate an individual honeycomb.
4/24	N/A	Activate a row of honeycombs.	4/24	N/A	Activate a row of honeycombs.

Hive Dice Faces

No Dots



Dotted













HoneyCombo Reference		
Probability:	Drawn as:	Action or "When activated":
8/24		Score honey points on nectar track.
5/24	N/A	Progress up wing track.
4/24		Progress up worker bee track.
4/24		Progress in flower track OR Adjacent honeycombs gain a nectar.
1/24		Progress in crown track OR Immediately following honeycomb (in row activation has disabled effect)
1/24	A/B C/D	Special Honeycomb ability (check A/B/C/D)
1/24	N/A	Activate an individual honeycomb.
4/24	N/A	Activate a row of honeycombs.

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1/24	A/B C/D	Special Honeycomb ability (check A/B/C/D)
1/24	N/A	Activate an individual honeycomb.
4/24	N/A	Activate a row of honeycombs.

HoneyCombo Reference		
Probability:	Drawn as:	Action or "When activated":
8/24		Score honey points on nectar track.
5/24	N/A	Progress up wing track.
4/24		Progress up worker bee track.
4/24		Progress in flower track OR Adjacent honeycombs gain a nectar.
1/24		Progress in crown track OR Immediately following honeycomb (in row activation has disabled effect)
1/24	A/B C/D	Special Honeycomb ability (check A/B/C/D)
1/24	N/A	Activate an individual honeycomb.
4/24	N/A	Activate a row of honeycombs.

Hive Dice Faces

No Dots



Dotted

