

## Rules of Honey & Nectar:

-Honey and Nectar is a game played by two players, designated Player 1 and Player 2. The players can come to their positions either by agreement or by rolling one dice each until one player has a higher value, in which case this player will be designated as Player 1.

-Before the game begins, the players must come to an agreement on the value of the guardian threshold  $X$ , which will be an even number between 3 and 21. If no agreement is made, the players will roll one dice each until one player has a higher value. The player with the higher value will then select the value of  $X$ .

-Each player's game sheet consists of the following areas:

- the hexagonal beehive, labeled 'Honey',

- the section labeled 'Nectar' where surplus honey will be stored,

- the section labeled 'Wasps' where the number of successful wasp attacks will be recorded,

- the section labeled 'Guardians' where the number of bees guarding the hive, termed guardians, will be indicated, and

- the section labeled 'Cumulative' which is an optional section where one can keep track of the total number of litres of honey in the beehive.

-The goal of each player is to collect 100 litres of honey in their beehive without going over. The first player to achieve this wins the game. Each point on the dice represents one litre of honey.

-The game is played with three dice (each player may, of course, have their own set of three dice).

-The players alternate turns, with Player 1 going first.

-In each turn a player rolls the three dice. The player then allocates the values on the dice according to the following procedure:

- If the sum of all three values of the dice is even, the player has the option assign a guardian to the beehive and in that case the player also has the option of assigning the total to a honey comb in the hive if the total is at least  $X$ . A guardian is indicated by writing a vertical line in the designated area, after

which the turn ends.

-Otherwise, the player may select a subset of the dice whose sum is even and assign the sum to a honey comb in the beehive.

-Of the remaining dice (if any), the player may select a subset of dice whose sum is 7 and summon a wasp to attack the opponent's beehive:

-If the opponent's beehive has a guardian, both the wasp and the guardian are killed. A vertical line corresponding to one guardian will be crossed out in the opponent's section.

-If the opponent's beehive doesn't have a guardian, the wasp can erase, i.e. cross out, one number in an arbitrary honeycomb ( i.e. of the attacking player's choosing) and a vertical line is drawn in the area marked 'Wasps' to signify a successful wasp attack.

-The sum of the remaining dice (if any) is written in a honeycomb in the region marked 'Nectar'. If a player has at least one non-cancelled successful wasp attack under 'Wasps,' they may choose in that same turn to immediately cross out the number that was just written provided that one vertical line corresponding to a successful wasp attack is also crossed out, i.e. canceled. With this, the turn of a player ends.

-If after the end of a player's turn the total number of liters of honey under 'Nectar' is exactly divisible by 23, a swarm will be triggered on the opposing player's beehive before the next turn:

-If the opposing player has at least three guardians, three guardians will be eliminated, i.e. crossed out, but the opponent's beehive will remain unaffected.

-If the opposing player has less than three guardians, the swarm will be a success. The attacking player, i.e. the one whose turns just ended, will then have to circle and cross out two honeycombs in the opponent's beehive and then write those two values in their own two honeycombs. All the entries in the active player's nectar honeycomb fields will then be crossed out (for easier bookkeeping).

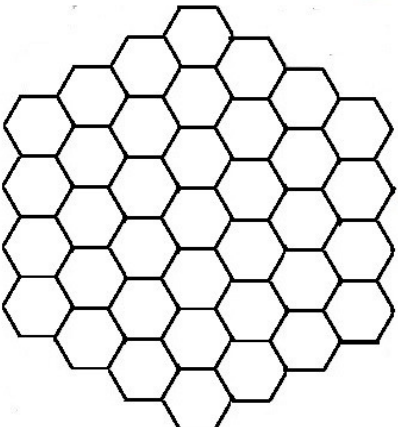
-Apart from collecting exactly 100 litres, a player can win if the opposing player is forced to go over 100 because they activated their own swarm.

-A player also automatically wins if the opponent can no longer complete the game. In other words, a player wins if the opposing player has less than  $100-18y$  litres of honey in their beehive, where  $y$  is the number of honeycombs in it that are still available.

# Honey & Nectar



Honey:



Player 1: \_\_\_\_\_

Nectar:   
\_\_\_\_\_

Wasps: \_\_\_\_\_

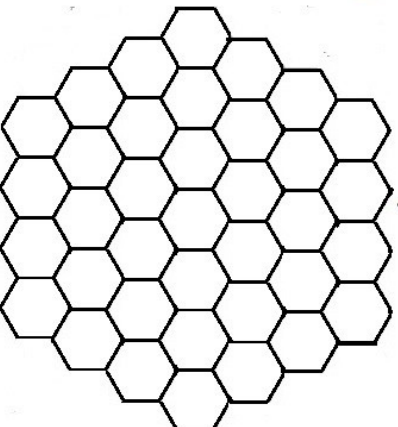
Guardians: \_\_\_\_\_

Cumulative:   
\_\_\_\_\_

# Honey & Nectar



Honey:



Player 2: \_\_\_\_\_

Nectar:   
\_\_\_\_\_

Wasps: \_\_\_\_\_

Guardians: \_\_\_\_\_

Cumulative:   
\_\_\_\_\_