



A Roll and Write Game by Birgit Röscheisen
for 1 to 4 players of 10+ ages
30–45 minutes

*In **Bee Busy** you manage a beehive. Send out your bees to collect nectar and pollen. Process it to wax, propolis and honey. Build combs for the new blood and to store the honey. Don't forget to raise a new queen in time. Are you prepared in case of a storm? Or for the mite pest? There's a lot to do in your hive. You'll certainly bee busy!*

Components

- 3 six-sided dice
- 1 First Player Token

for each player

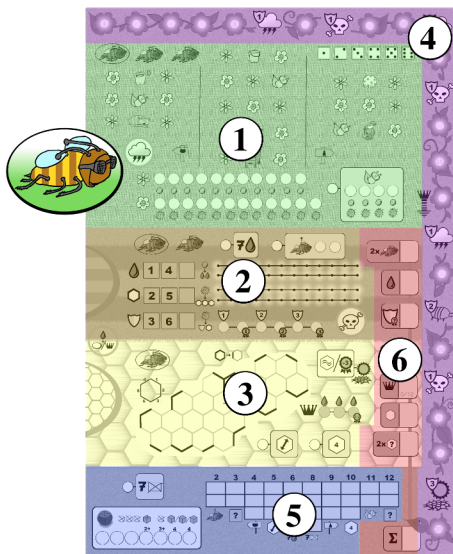
- 1 Player Sheet
- 1 Busy Bee
- 1 Pencil

Overview

Players try to get the most victory points. You get victory points for producing honey among other things. Honey stored in combs scores double.

The game takes 25 rounds. Each round the players mark the next round field on their Player Sheet (4).

Some of the fields show a dangerous event (some penalty) which all the players have to face, who have not at least the value of propolis given on the field. Propolis is a material which bees produce to protect their hive from germs.



The Player Sheet contains three action areas

- Meadow (1): Collect nectar and pollen
- Production (2): Produce honey, wax and propolis
- Combs (3): Build combs, store eggs and honey and feed the larvae

The position of the Busy Bee marks your active area. Each round you choose one of the three dice. You can use the die in your current active area or move the Busy Bee to the next area to use the die there.

Add the values of the other two dice and mark one of the fields in the appropriate column of the Improvement (5). When you fill a column completely, you get an upgrade.

At the end of the game players score their victory points (6). The player with the most points wins.

The rules for the solo game are the same. In *Solo Mode* there is a ranking for your solo game score.

Setup

Give each player a Player Sheet, a Busy Bee and a pencil.

At the beginning of the game the Busy Bee is on the top oval field on the left side of the Player Sheet (Meadow Area) as shown above.

Choose one player to start the game. He gets the First Player Token and the three dice.

Round Order

Each round is divided into the following phases:

1. Cross next Round Field
2. Roll Dice and Choose One
3. Mark Improvement
4. Move the Busy Bee
5. Execute an Action

After the end of the round the left neighbour of the first player is new first player. After 25 rounds the game ends.

1. Cross next Round Field

Each player marks the next field on his turn track (starting at field 1 in the top-left corner of the Player Sheet). If it shows some danger (not a flower but an icon with a shield), this event occurs immediately.

The value in the shield tells you how much propolis (see *Production*) you need to be safe from the event.

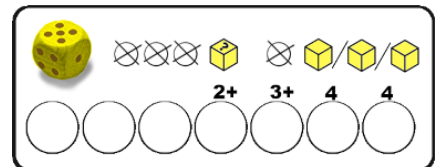
All dangers are explained at the end of these rules (see *Dangerous Events*).

2. Roll Dice and Choose One

The first player rolls the three dice and chooses one of them. All other players choose one of the two remaining dice.

Die Modifier

The Die Modifier is the box in the left bottom corner of your player sheet. The number of available circles in it depends on the player number. In a solo game you can use up to 3 of the fields, in a 2-player game 4 fields, in a 3-player game 5 fields and with four players you can use all of the fields.



Usually you cannot choose the die the first player has chosen, but you can do so by crossing out one of the fields in the Die Modifier.

You may also cross out three of the fields to use a die as if it had another value. That does not affect the other players. For them the die's value does not change.

Let's say you have chosen a die of value 5, but you desperately need a 3 for your action. You can use it as if it was a 3 for the cost of three fields in the Die Modifier.

In a solo game you are first player all the time, so there is no use in choosing the first player's die, but you can use your three fields once in the game to modify a die's value.

When crossing out three fields in the Die Modifier you do not have to modify the value of your chosen die, but you can modify any of the two other dice instead. You are going to use them for Improvement (see below).

3. Mark Improvement

Every player now adds the values of the two dice he did not choose and marks one field in the appropriate column of Improvement. If the two dice add up to 7 or if there is no field left in the corresponding column, he cannot mark a field.

When you fill a column completely, you get the upgrade you see below. Find the blue box for this upgrade on your Player Sheet and mark the circle next to it. From now on you can use this special ability.

For the upgrades *Additional Value for Production* and *Neighbour's Garden* there is no upgrade box (see *Improvement Upgrades*).

The upgrades *Extra Honey* and *Extra Improvement* give you an advantage whenever the two dice sum up to 7.

All upgrades are explained at the end of these rules in *Improvement Upgrades*.

4. Move the Busy Bee

Before a player executes an action he has to decide whether he wants to move his Busy Bee or not. The Busy Bee moves on the oval fields on the left side of the Player Sheet. It can move only one field each round. It flies one field downwards or from the bottom back to the top.

When the Busy Bee enters the Combs Area, the player must feed the larvae immediately. How this is done, I will explain later (see *Feed the Larvae*).

If you have the *Backwards Upgrade*, you can twice in the game let fly your Busy Bee (one field) the other way around. To do so mark one of the fields in the appropriate upgrade box. If doing this backwards step, the Busy Bee enters the Combs Area, you also have to feed the larvae. And also when flying from the Combs Area back to the Production Area and in the next round to the Combs Area again.

5. Execute an Action

What an action looks like depends on the current active area. Taking an action is optional. You do not have to use the die.

Actions

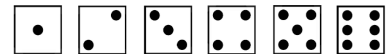
Now let's have a look at the different actions.

Meadow

In the Meadow Area you can collect nectar and pollen.

The meadow is separated into three parts: The center meadow (beehive), left neighbour's garden (cat) and right neighbour's garden (garden gnome). Each part is a matrix of flowers and other items like ball, bucket, cat and so on.

To use your chosen die, first rotate it so that it matches the orientation of the dots shown in the top right corner of your player sheet.

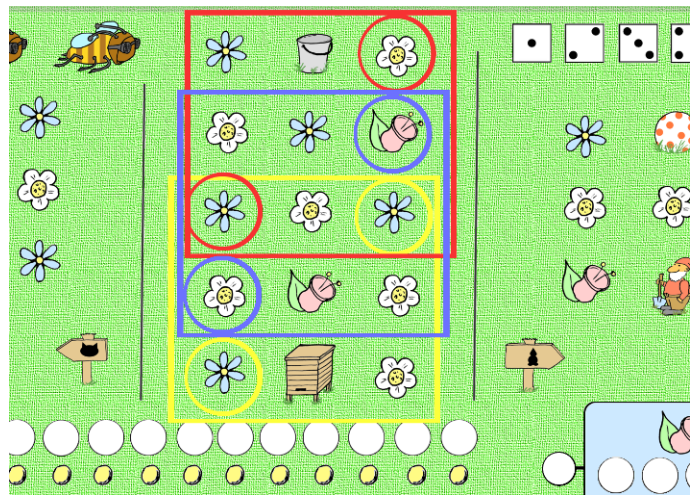




Then, visualize the die's rolled side overlaid on a 3x3 portion of the meadow. The flowers located below the die's pips are within reach.

The center of the meadow is a 3x5 matrix, therefore we can overlay the 3x3 die's face on top, in the middle or at the bottom of it.


In this example we use a die of value 2. Therefore either the two red or the two blue or the two yellow flowers are within reach.

At the beginning of the game everyone has one bee in each of the three areas Meadow, Production and Combs (circled in the top left corner of the area). As time goes by you may get more bees. If so, circle them as well.





For each of your bees in the Meadow Area cross one of the flowers in reach and one of the circles of the same kind of flower on the bottom of the area. All the nectar  and pollen  below crossed circles is yours. You can use it later on in the *Production Area*.




You can use every flower of the meadow only once in the game. Your number of bees in the Meadow Area as well as the value of the used die limits the flowers you can cross in your current turn. Having two bees for instance you can visit up to two flowers even if the die shows a five.

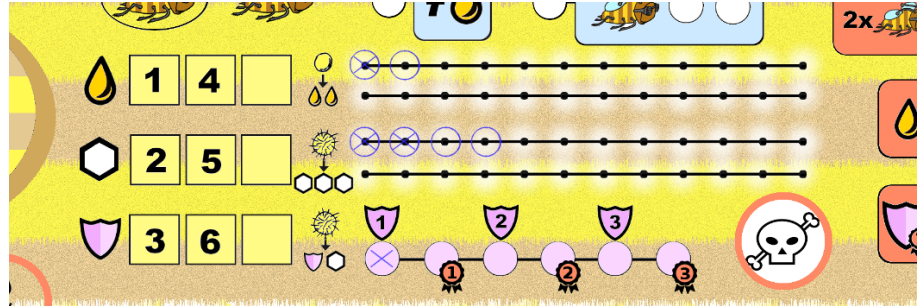
The third kind of the flower  can be used as soon as you have done the *Third Kind of Flower* upgrade in the Improvement section of the Player Sheet. For these flowers you get nectar and pollen. To use one of the *Neighbour's Gardens* left (cat) and right (garden gnome) of the center meadow, you also need to upgrade first.

Production

In the Production Area you can produce

nectar  to honey 
and

pollen  to wax  or
propolis .



There are two values associated with each of the three resources honey, wax and propolis. When using a die of this value, cross out one nectar or pollen in the *Meadow Area* and circle two dots at the honey or three dots at the wax track respectively. To produce propolis you cross out one pollen and get one propolis and one wax (cross the first empty field of the propolis track and circle one wax).


In case all dots of a resource are already circled (or crossed in case of propolis) you cannot use this track for production any more.

You will need honey and wax later on in the *Combs Area*. To spend honey or wax just cross one of the circles you drew before.



Propolis cannot be spent for anything, but it protects you from danger. A dangerous event only occurs to players who do not have reached the given value of propolis (number in the shield) when the event comes up.

In a round with *Pesticide* (icon shown on the left) for example players who do not have any propolis are not allowed to execute an action in the Production Area.

Additionally at the end of the game you get all the victory points  shown on the fields of the propolis track that you were able to reach.

At the beginning of the game you have one bee in the Production Area. You can use it to execute a production action as already described. As soon as you get the second bee you can do double productions. Given a die of value 1 for example, you can produce 4 honey out of 2 nectar.

Mite Pest may kill one of your bees. You need at least one bee in the current area to execute an action.

There are two upgrades *Additional Value for Production* which give you another value for one of the three production tracks. When using a die which's value is assigned to more than one track, you have to decide which one you want to use for each bee.

Let's say you had one bee in the Production Area and had written a 5 in the additional field of the honey track, you could use a die of value 5 to produce either honey or wax. If on the other hand you had both of the bees, you could produce two times honey or two times wax or each kind of resource once. You may also pass the action or use only one of your bees (maybe you want to save your pollen to produce propolis in the given example).

Combs

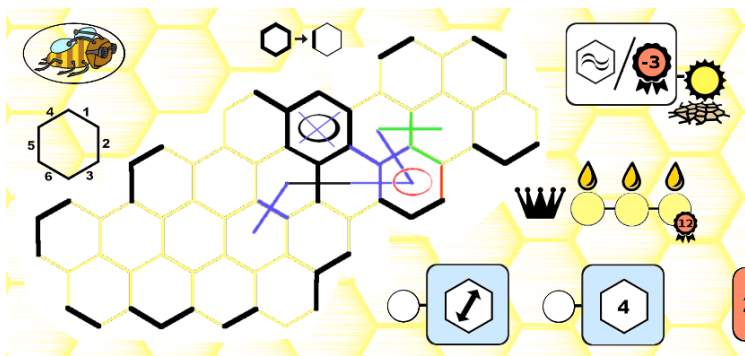
In the Combs Area you build combs to store honey and eggs.

When the Busy Bee moves to the Combs Area, you must feed all your larvae and the young queen if you have it immediately (see [Feed the Larvae](#)).

To store something you need a complete comb. A comb is complete when all six walls are marked. On the border there are already some marked walls and in the middle you have a complete comb containing an egg.

In the Combs Area you start with one bee and cannot get any more bees. An action in the Combs Area means the bee crawls to the next comb and builds all walls adjacent to combs it has already been visiting.

Below the comb with the egg you can see a horizontal line connecting two combs. It represents the bee's path. All combs that are connected by the line have already been visited by the bee. The bee is not allowed to visit a comb twice or leave the combs.



To use a die in the Combs Area you extend the line on one end to the next comb in the direction determined by the die's value. After that mark all walls between the comb where the line ends and all neighbour combs with a line in it.

For each action you can choose independently which end of the line you want to extend.

The image shows marked in blue what the player has already done in previous rounds.

Now he uses a die of value 2 to draw a line to the right and marks the two adjacent walls (green).

If you achieved the [Flexible Direction](#) upgrade you can use a die to extend the line to the opposite direction. For example you can use a 1 in the Combs Area as a 6.

Building Comb Walls

You can spend as many wax as you want to build additional walls. Each wall costs one wax. Cross out the spent wax in the [Production Area](#).

Bought walls can be built anywhere. You can do so no matter if you have done an action or not, but your Busy Bee has to be in the Combs Area to be able to buy walls. It is not possible to spend wax for walls and move the Busy Bee to the Meadow Area to take an action there within the same round, because the bee movement has to be done first.

Storage

When a comb is completely surrounded by walls, the player immediately has to

- store an egg or
- store a young queen egg (only once in the game) or
- store at least one honey or
- store water (only once in the game in case of *Drought*) or
- cross out the comb

Each completed comb (even if empty) is worth one victory point at the end of the game.

To store honey you write the number of honey you want to store in the comb and cross out as many honey in the *Production Area*. You cannot store more than 2 honey in one comb. If you have upgraded to *Huge Honey Storage* you can store up to 4 honey in one comb.

To store an egg you draw a circle in the middle of the comb.

In the example above (marked red) the player spent one wax to complete a comb and layed in an egg.

Once in the game you can draw a crown (young queen egg) in a completed comb.

Feed the Larvae

When the Busy Bee enters the Combs Area at the beginning of the round, all eggs have become larvae. You have to feed them.

You must spend one honey for each egg (cross it out in the *Production Area*). After that you cross the comb with the egg and get an additional bee. Circle a bee either in the *Meadow Area* or in the *Production Area*.

If you cannot or do not want to take care for an egg, you must not spend the honey but you have to cross out the comb without getting a new bee.











If there is a young queen egg (a comb with a crown), you also spend one honey and mark one of the young queen fields next to the combs. You can only feed her again when the Busy Bee enters the Combs area next time.

You have to feed her three times. If you do so, you get 12 victory points at the end of the game.

If you cannot or do not want to feed your young queen, you have to cross out the comb without getting any additional victory points.

On the turn track there is a crown with an arrow next to the 16th round. It reminds the players of the 16th round being the last chance to store a young queen egg and feed it three times without using the *Backwards* Upgrade.

Improvement Upgrades

2	3	4	5	6	8	9	10	11	12
	?								?
									
									

2 Backwards (see *Move the Busy Bee*)

You can twice in the game let your Busy Bee fly in the wrong direction.

3, 12 Additional Value for Production (see *Production*)

Write a number in one of the empty squares in the Production Area which could not be used to produce that resource so far.

4, 9 Neighbour's Garden (see *Meadow*)

Circle the appropriate sign post in the Meadow Area. You are allowed to collect nectar and pollen in the neighbour's garden (cat or garden gnome).

5 Flexible Direction (see *Combs*)

You may use a die in the Combs Area for the opposite direction instead.

6 Extra Honey (see *Mark Improvement*)

Whenever your two dice for the improvement sum up to 7, you get one honey. If you have the Extra Improvement Upgrade too, you may use any 7 for both.

8 Extra Improvement (see *Mark Improvement*)

Whenever your two dice for the improvement sum up to 7, you may cross an improvement field in the column of your choice.

If you have the Extra Honey Upgrade too, you may use any 7 for both.

10 Huge Honey Storage (see *Storage*)

Each of your combs can store up to 4 honey.

11 Third Kind of Flower (see *Meadow*)

You may use the third kind of flower to collect nectar and pollen.

Dangerous Events



In a round with **Storm** players who do not have any propolis are not allowed to execute an action in the Meadow Area.



In a round with **Pesticide** players who do not have any propolis are not allowed to execute an action in the Production Area.

If his Busy Bee in case of Storm or Pesticide is in the affected area the player can use the two dice for improvement nevertheless.

If his Busy Bee is in another area, he can do his turn as usual.



In the round of the **Mite Pest** players who did not make it at least to the 2nd shield on the propolis track loose a bee. Cross out a circled bee in one of your action areas.

If you do not have a bee in an area, you cannot execute an action there any more. The other two dice for the improvement can be used in this area nevertheless.



In the 24th round the **Drought** befalls all player who do not have reached at least the 3rd shield on the propolis track. These players have to mark the drought icon in the Combs Area and have to store water in a comb before the game ends. If they do not, they loose 3 victory points.



To store water draw it in a complete comb. At the end of the game all players effected by Drought who did not store water, write -3 points in the appropriate field of the scoring area.

End of Game and Scoring

After the 25th round the game ends and the players score their points.

Each player writes his victory points for the different items in the scoring fields on the right side of the Player Sheet and adds them up.

Bees

- 2 points for each circled (not crossed out) bee

Production

- 1 point for each non-stored honey
- sum of all reached victory points on the propolis track

Combs

- -3 points if the player has marked the drought icon in the combs area but has not stored any water
- 12 points for the young queen (only if fed three times)
- 1 point for each comb (every complete comb, no matter of the content)
- 2 points for each stored honey

The player with the most victory points wins the game. In case of a tie all tied players win.

The image shows a game board and a scoring sheet. The game board includes icons for bees, honey, shields, and queens. The scoring sheet on the right has the following items:

- 2x 10
- 1
- 3
- 0
- 12
- 8
- 2x 12
- Σ 46

In this example the player had all six bees, but one died of mite pest. So he gets $2 \cdot 5 = 10$ points for his bees.

There is one honey left on the production track. That's one point.

He has reached three points in the propolis track. He has a shield value of 2, but obviously he did not have it when the mite pest showed up or he would not have lost a bee.

The player had to face drought, but as there is water stored in a comb, he does not lose three points.

He made it to raise a young queen and gets 12 points for it.

There are 8 complete combs. Each scores one point.

And he stored 6 honey in his combs. $2 \cdot 6 = 12$ points for stored honey. So his total score is 46 victory points.



Solo Mode

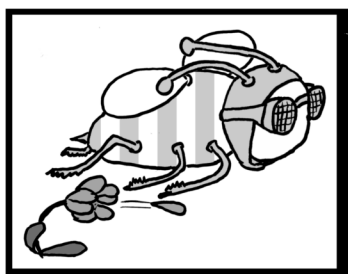
The solo mode has the same rules, but the player is obviously always first player to choose the die for his action out of all three dice.

Solo Ranking

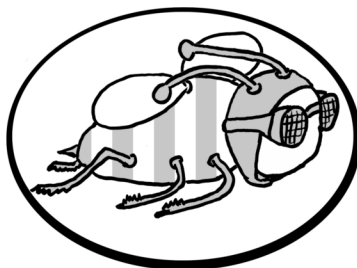
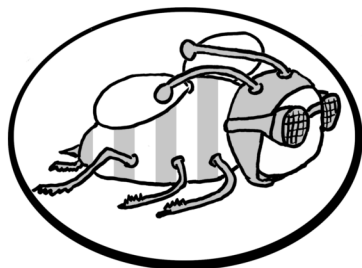
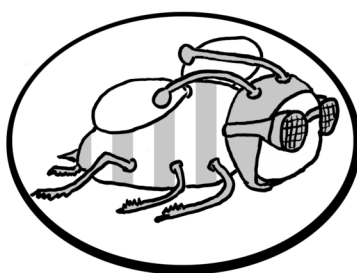
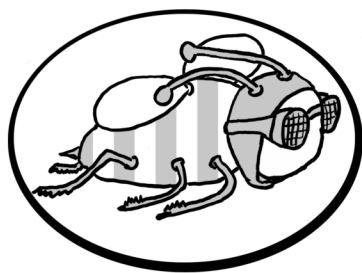
- < **30** Where's the honey?
- 30 - 39** Enough for breakfast.
- 40 - 49** One glass of honey.
- 50 - 59** As much as you want, Honey!
- 60 +** Honey made by the Bee-Whisperer!

PNP Components for

Bee Busy



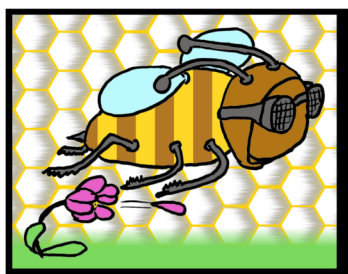
First Player Token



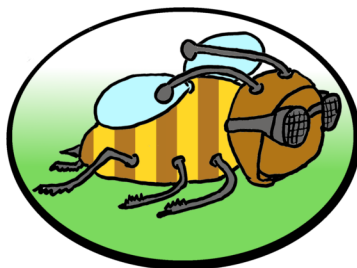
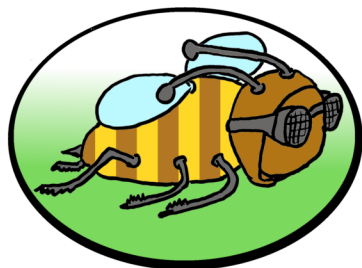
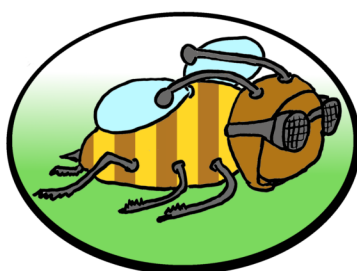
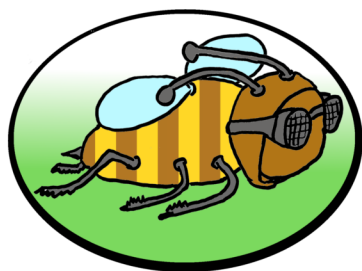
Busy Bees

PNP Components for

Bee Busy



First Player Token



Busy Bees



Top section of the board game featuring a green field with various icons: bees, flowers, a watering can, a bee, a cat, a trash can, a beehive, a ladybug, a beekeeper, and a sign. A row of six dice is shown at the top right. Below the field is a row of 18 white circles, with a blue box containing a bee icon and four yellow circles to its right.

Middle section of the board game on a yellow background. It includes a row of icons: two bees, a blue box with '7' and a drop, a blue box with a bee and two circles, and a red box with '2x' and a bee. Below these are three rows of hexagonal icons (1, 2, 3) and a row of purple circles with numbers 1, 2, 3. A large hexagonal grid is shown with a bee icon and a crown icon. To the right are several red boxes with icons and numbers: a drop, a shield with '2', a crown with '0/12', and a hexagon with '2x?'. A blue box with a crown and '12' is also present.

Bottom section of the board game on a brown background. It features a row of numbers 2 through 12 above a grid of blue squares. Below the grid are icons for a bee, a question mark, a watering can, a blue box with a bee and '7', a blue box with a crown and '4', a question mark, and a red box with a sigma symbol. On the left, there is a blue box with '7' and a crossed-out square, and a row of six white circles with numbers 2+, 3+, 4, 4 below them.

