

Contents:

1 jigged board, 1 slot-together beehive, 20 flower tiles, 4 bee characters, 4 character stands. 1 dice

Object

To collect pollen to turn into honey.

To play

- Piece together the board and place in the middle of the table. Slot the two hive pieces together and fit the hive into the holes in the centre section of the board.
- Each player chooses a coloured bee character and places it on the matching-coloured "home" stone at the entrance to their hive.
- Shuffle the flower tiles on the table and place them flower-side up on any of the "leaf" paving stones on the board.
 (If less than four people are playing, the coloured honey tiles (for the bee/s that are not in play) may be removed from play at the start.)
- The youngest player starts by rolling the dice and moving their bee any number of spaces up to the number shown on the dice. Eg. If a four is thrown the player can choose to move either 1, 2, 3 or 4 spaces. Players can move in any direction but may not change direction during a turn.
- If the player lands on a flower they turn over the tile, so that <u>all</u> the
 players can see the colour of the honey underneath. If the honey colour
 matches the player's colour, the tile is placed in their honeycomb
 honey-side up, covering the matching flower. If the honey colour does
 not match, the tile is placed back underneath the player's bee, flowerside up.
- Play then passes to the next player.
- Players may land on the "wind" paving stones to buzz from one wind to another. Once a player buzzes from one wind to another they must not move their bee until their next go.
- Once a player has collected all of their honey they must race back home to their hive to win the game.

The winner

The winner is the first bee to return to their hive after collecting <u>all</u> their honey.



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Not suitable for children under 36 months due to small
parts.