

END OF THE GAME AND SCORING

If, at the end of a round, at least one person has no cards left in their hand, the game is over. It is now time to tally the scores. The bees on the cards you have in your hand sting. Each Bee Sting counts as one minus point. The Beehive – whether in your hand or on the table – counts as 20 Bee Stings. A Beekeeper Bear counts as 15 Bee Stings and for all other Bears, the number of Bee Stings corresponds to the value shown on the card. Write down the Bee Stings for each person on the sheet of paper.

END OF THE GAME

The game ends after the fourth round. The person with the fewest Bee Stings in total wins. In case of a tie, the persons involved share the win.

VARIATION: BEEHIVE SHOCK

In this variation, rounds end when at least one person has no **Bear cards** left in their hand at the end of a round. Therefore, a game can also end if a person only has the Beehive in their hand or in front of them.

VARIATION: BEE SWARM

In this variation, the Beehive is not worth 20 minus points. Instead, whoever holds it at the end of the game **triples** the Bee Stings on their own Bear cards.

VARIATION: BEAR PARADE

This variant is designed for particularly large groups. If you want to play with **up to 12 persons**, deal out fewer than 13 cards at the start of each game. How many you deal out depends on the group size: with 9 persons, everyone receives 12 cards; with 10 persons, everyone receives 11 cards; with 11 persons, everyone receives 10 cards; and with 12 persons, everyone receives 9 cards.

VARIATION: HONEY SCENT

In this variant, the bears can actually manage to get hold of some honey. If you receive the Beehive through a Beehive Round, in addition to the Bear card you choose to take into your hand, you choose one more Bear card. You collect this face down in front of you in a **Honey Pile**. At the end of the game, the values on the cards in this pile are **Honey Points**, which you subtract from the Bee Stings you have received. If you have more Honey Points than Bee Stings, write down the difference as plus points.

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BEAR STING

3-8 persons, 8 years and up



Who can resist the sweet scent of honey filling the woods? The bears are certainly blown away by it and start their search for the liquid gold. The more bees surround them, the closer they get! But beware: Coming too close to the beehive will earn you quite a few stings!

GAME IDEA

Try to get rid of the cards in your hand as quickly as possible. The bees on the cards sting at the end of each game, and each card then costs minus points according to its value. The beehive is particularly dangerous: Whoever has it at the end of the game, receives extra minus points!

If someone has no cards left in their hand at the end of a round, the game ends. The winner is the person who has accumulated the fewest minus points after four games.

GAME MATERIALS

109 Bear cards



104 Bears, 8 each of values 2 to 14 + 5 Beekeeper Bears of value 1-15



1 Beehive



COURSE OF THE GAME

Get a pen and a sheet of paper to note down your minus points, the 'Bee Stings'. Agree together on one person to keep track of everyone's Bee Stings.

You play four games. Each game consists of several rounds and ends when at least one person has no cards left in their hand at the end of a round.

SET-UP

Shuffle the Bear cards and place them face down in a pile on the table.

Place the Beehive card upright next to it. Remove a section of the pile roughly level with the white airstream of the bee.

Now place the Beehive on top of the lower pile and put the section you have just removed back on top. This ensures that the Beehive is in play.

Then, deal **single** cards to each person until everyone has 13 cards. The remaining cards are set aside. You will not need them until the next game. The person holding the Beehive starts the first round of the game.



COURSE OF A ROUND

When you start a round, you decide whether to open a 'Bear Round' or a 'Beehive Round'.

BEAR ROUND

If you start a Bear Round, you play one or more Bear cards of the same value face up. You are free to choose the number of cards. Afterwards, everyone else must, in a clockwise direction, either 'raise' or 'pass'.

Raise:

If you want to raise, you must play exactly the same number of cards as the person who started the round. All the cards you play must have the same value. Furthermore, the value must be **higher** than the value of the last card played.

Pass:

If you do not want to or cannot play any cards – for example, because you do not have any cards of a higher value in your hand – then you say "I pass" out loud and it is the next person's turn, moving clockwise.

Once everyone has had a turn and either played cards or passed, the round is over. Who played their cards last this round, starts the next round.

The cards played are placed in a shared discard pile. If you have the Beehive in front of you at this time, you now take it into your hand. You can find out how the Beehive gets there in the section entitled **BEEHIVE ROUND**.

Example of a Bear Round:

Archie starts and plays three Bear cards of value 6. Bella raises and Chris passes. Then Daniel raises again. Emily passes. Daniel has played the highest-value cards. All played cards go onto the discard pile and Daniel starts a new round.



BEEHIVE ROUND

To play a Beehive Round, you must have the Beehive **in your hand**. If you start a round, you may play the Beehive. Everyone else must now **simultaneously place a card face down in front of them**. Passing is not allowed. Then, going clockwise, everyone reveals their card, starting with the person sitting to the left of the person who played the Beehive. Whoever played the card with the highest value receives the Beehive and **places it in front of them**. If several persons have played cards with the same highest value, the Beehive goes to the person amongst them who revealed their card last.

Note: If you receive the Beehive by the effect of a Beehive Round, you may not play it the round immediately after.



In addition, this person must choose **one card** from the remaining played cards and add it to their hand. This may be the card they played initially. All other cards go to the discard pile. This person starts the next Bear Round.

Example of a Beehive Round:

Archie starts the round and is holding the Beehive. He plays it and the other persons place a card face down in front of them. When everyone has placed their card, they turn them over in clockwise order. Bella and Emily have both played a card with the highest value (5). Emily was the last person to turn over the highest value, so she gets the Beehive. She also chooses the '2' Bear from the four cards played and adds it to her hand. She places the Beehive in front of her. The remaining cards go onto the discard pile. Emily starts the next round. This must be a Bear Round. Once this is over, she adds the Beehive to her hand.



THE BEEKEEPER BEARS

Beekeeper Bears act as wild cards and can take on any value from 1-15.

If a Beekeeper Bear is played as a single card or together with only Beekeeper Bears in a Bear Round, it has a value of 15. This is the highest value, which cannot be beaten. If a Beekeeper Bear is played alongside other Bears, it takes on the value of those cards (2 to 14).

If a Beekeeper Bear is played during a Beehive Round, it has a value of 1.

Example of a Bear Round with Beekeeper Bears:

Archie goes first and plays three Bear cards of value 5. Bella passes. Chris and Daniel raise. Emily passes. Daniel has played the cards with the highest values. All played cards go to the discard pile and Daniel starts a new round.



Example of a Beehive Round with Beekeeper Bears:

Archie starts the round and has the Beehive in his hand. He plays it face up. Everyone else places a card face down in front of them. When everyone has placed their card, they turn it over in clockwise order. Bella and Emily have both played a card with the highest value (4). As the last person to turn over a card with the highest value, Emily receives the Beehive. She also chooses the Beekeeper Bear from the four cards played and adds it to her hand. She places the Beehive in front of her. The remaining cards go onto the discard pile. Emily starts the next round. This must be a Bear Round. Once this is over, she takes the Beehive into her hand.

