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Many thanks to Mike Barlow for improving my poor english and bad structure in the initial manual!

Introduction

Honey War is a game that is based upon both strategy and luck. 2 to 5 players control their own apiaries.

The goal is to build up a large apiary, and the first to get 10 points wins.

Honey War is loosely based on real honeybees and beekeeping, and you will find some of the same problems and solutions which real beekeepers faces. But, it is very difficult (if not impossible) to create a game that is very realistic. So, in situations where the reality made for a poor game, I have chosen to alter reality to make the game more fun. Beekeepers and others that are familiar with bees may thus recognize some flaws in this game.

The game

The game consists of a *board*, *bee cards* (*queens and workers*), *pollen cards*, *honey cards* and *action cards*.

You will need one 6-sided die to play.

Setting Up the game

Each player starts the game with 2 hives —each with 1 queen and 2 workers.

Roll the die to see whom starts. Continue clockwise from that player.

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Turn Sequence:

1. Use action cards
2. Buy workers and queens
3. Roll the die and move token around board and resolve board actions.
4. Check to see if anyone has won.

Winning

The winner is the one that first gets 10 points. Players receive points for each hive they have, plus any extra point cards they have in their hands, plus points gained by harvesting honey.

The hives

A hive consists of 1 queen (and only 1 queen) and 2 to 5 workers (that is, 1 queen card and 2 to 5 worker cards). These cards are organized face-up in a pile with the queen in the bottom, and the workers on top, so all players can see how many cards there are in the hive.

A hive cannot be smaller than 1 queen and 2 workers. If a player has to remove a worker from this hive, he loses the entire hive.

A hive cannot be larger than 1 queen and 5 workers.

A player can never lose his last hive. This means that all actions that normally would cause bee loss in an apiary can not be

deployed as long as the player only has 1 hive.

New bees

A player gets new bees either by playing an **Extra worker** card, or by buying a new worker or a new queen.

The player can place a new worker in a hive of choice, but no hive may have more than 6 bees (1 queen and 5 workers).

A player can buy bees during his turn but before he rolls the die to move his token around the board.

A worker costs 2 **pollen** cards of different colors, plus 1 **honey** card.

A queen costs 1 **pollen** card of each color, plus 1 **honey** card.

New hives

A player gets a new hive either by using a **swarm** card, or by splitting a hive.

To split a hive, the hive must have 1 queen and 5 workers. The player must first buy a queen and then split the hives into 2 new hives of 1 queen and 2 workers (note you lose 1 worker bee in the process).

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The board

Each player has a token on the board. The player moves his token by rolling a die, and then moving the token that many steps. The board is separated into four seasons, and the players move around the “year” clockwise.

Each season on the board has a distribution of special spaces to simulate a real beekeeping season.

The spaces

The board consists of white neutral spaces with no effect, and **blue**, **red** and **green** flower spaces. The bees gather nectar (that turns into honey) and pollen at the flower spaces.

When a player lands on a flower space, he can get **pollen and honey cards**. This happens like this:

For each hive the player possesses, he must roll a die. Roll separately for each hive. *Tip: hold your left index finger on the current hive and roll the die, then move your finger to the next hive, etc.* If the number on the die is equal or less than the number of bees in the hive (including the queen), the player gets a **pollen** card (matching the color of the current flower

space) *and* a **honey** card.

Example: A player rolls a dice for a hive with 4 bees in total. The die shows 4, and since 4 is not greater than the number of bees, the player gets a pollen card and a honey card for this hive. If the dice had shown 5 or 6, the player would get nothing for this hive.

Players do not roll for their largest hives (hives with 6 bees), since he will always get a pollen and honey card for such a hive. Pollen and honey cards must be placed face-up in a pile on the table visible to all the players.

Question mark spaces allow the player to draw an *action card* at the end of the turn. This card can not be used until the player's next turn.

Spaces marked with an **S** are **Swarm** spaces. For each hive that has at least 3 worker bees, the player will have to roll a die (unless he uses a **swarm control** card). Roll separately for each hive. If the die shows 4, 5 or 6, the hive will swarm. The values 1, 2 and 3 will *not* cause the hive to swarm.

When a hive swarms, the player must remove half of the worker bees (rounded

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downwards). That is, in a hive with three workers, 1 worker will be removed. With 4 workers, 2 will be removed, etc.

The harvesting line

On the board's autumn section, there is a line marked "*Harvest*". If a player crosses this line in his turn, he can choose to harvest honey. The player can exchange 7 honey cards into 1 point (that is noted on a piece of paper). If the user has enough honey cards after the first exchange, he can exchange the remaining honey cards into more points.

Action cards

A player can possess up to 5 action cards.

These cards must be used in the beginning of the player's turn *before* the die is rolled for movement on the board. Some cards (see card text) can be played at different times.

If a player with 5 action cards draws a new card, he has to discard one of them (either the one that is just been drawn, or one of the other 5 cards). Each of the cards can only be used once, then must be thrown into the discard pile.

These are the action cards and how they work:

Extra worker – The player receives a new worker to place (for free) into any hive that has less than 6 bees.

Extra point – This card is valid as an extra point as long as it is kept in the player's hand (see "point calculation"). If the player throws the card, he also loses the extra point.

Swarm – A player plays this card to receive a new small hive (1 queen and 2 workers) for free.

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Swarm management – If a player lands on a swarm space, he can play a *swarm management* card immediately (i.e. before the die is rolled) to not lose any bees (do not roll the die).

Extra pollen – Play this card to draw any pollen card.

Robbing – Play this card to rob another player. The target player must be declared at once.

The robber rolls the die. If the die shows 1, 2 or 3, he takes that many honey cards from the target player and puts them into his pile. If the die shows 4, 5 or 6, the robber gets nothing.

Example: The dice shows 2. The robber can take 2 honey cards from the target player. If the target player has less than 2 honey cards, the robber will get as many cards from the target player as he possesses. Example: The player rolls the die and gets a 3, but the target player only has 2. The player can then take those 2 cards from the target player.

AFB – A player can attack another player by spreading the AFB (American Foul Brood) disease. The player plays this card

and declares an attack on another player who has at least 2 hives.

The player rolls the dice. If the die shows 4, 5 or 6, the target player loses one hive (target player's choice). Die values of 1, 2 or 3 will not cause an infection, and the target player loses no hives.

Varroa – One player can attack another by spreading (playing) Varroa mites. The target player must possess at least 1 hive with more than 3 bees. If the target player possesses an *Acid treatment* card, he can use this and terminate the infection.

Otherwise, the attacker rolls the die. If 4, 5 or 6 is rolled, this causes the target player to lose a worker bee (target player's choice). If 1, 2 or 3 is rolled, the infection (attack) fails. Remember that a player can lose his entire hive if it would have less than 1 queen and 2 workers.

Acid treatment – This card blocks a Varroa infection. The *target player must play the Acid treatment card* before the Varroa roll is made.