ambrosia

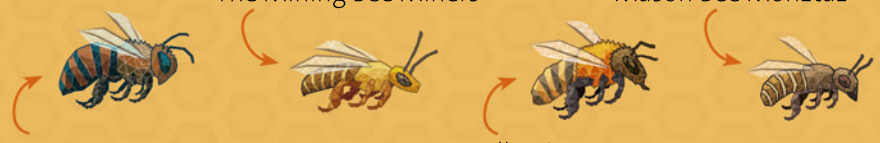
RULES OF THE GAME

There is great excitement in bee land. The annual honey harvesting competition drives everything with wings into the flowering meadows. You, too, compete against each other with your bee colonies. Your sophisticated specialists and busy bees are warming up their buzz before they set off on the frantic hunt for the sweet nectar. Who will fill the most honeycombs?

GAME CONCEPT

You fly with your bee colonies over a meadow in circles and try to gather as much honey as possible with your bees and thereby scoring points. As your game progresses, your bees acquire special skills to help you achieve that goal. The one who has collected the most honey at the end of the game, wins.

AS BEE COLONIES FORM...



HC Carpenter Bee 47 → The Mining Bee Miners → Collective Honey Bee – The Original! → Mason Bee Monztaz

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(The actual colouring and form may deviate from this representation. Representation not proportional.)

8 meadow parts *as game board (4 for 2 players, another 2 for 3 players, another 2 for 4 players) with two sides each*





1 beehives scoreboard *for the scorings*



1 honeycomb scoreboard *(for the points) with* **4 scoring counters** *(the drops)*



17 event cards



1 summary board of the special counters



1 summary board of the royal jelly functions



30 pieces of royal jelly



4 counters for 50/100 points



1 counter for the direction



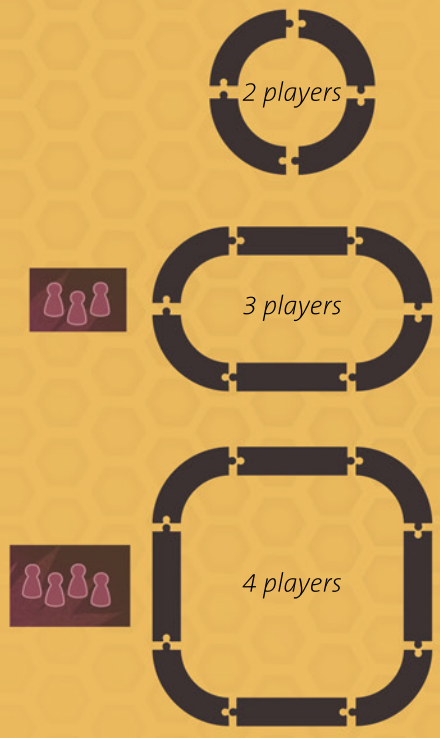
Per player 6 normal bees *(with standard image) and* **9 special bees** *(with symbols)*

GAME PREPARATION

Put the **game board** (the meadow) together **according to the number of players ❶**. For 2 players, you only use the 4 parts without player symbols on them and lay them out as a circle. For 3 players, take the two parts with the 3-player markings, creating an oval with two long sides. With 4 players you use all parts, the game board is a big square with rounded corners. You can put together the necessary parts of the board in any order, so that each time you have a slightly different game. Use either **only the front** of the board parts (without special zones) **or only the green back** (with special zones, but not for the first game).



Example: game setup for 2 players





> ***Before playing for the first time:*** *Attach the enclosed stickers to the 60 wooden game counters. There are 15 stickers for each of the 4 colours. The stickers should only be stuck on one side of the wooden counters.*



Put the **beehive board** ❷ (side depending on the number of players) in the **middle of the game board.** Place the **direction counter** ❸ at the side of the board (showing the **clockwise direction**). Put out the **honeycomb board** ❹ (side depending on the number of players) and place the **scoring counters** ❺ **on the zero** of the honeycomb board. Put the **royal jelly function summary board** ❻ directly at the honeycomb board and place the **royal jelly supply** ❼ below it. Keep the **special counter summary board** and the **50/100 points markers** ❽ **within reach.**

Everyone takes the **15 bee counter** in their colour. **Arrange the 6 normal counters into a stack.** Then choose **1 special counter** and place it **on top** of the stack. This is your starting stack.

> ***Explanatory Note:*** *When we talk about a stack in these instructions, it can also mean a single counter even though admittedly it's then just a very small stack.*

> ***Explanatory Note:*** *Optionally, you can play the game with event cards. In addition, the game plan on the back offers an alternative plan with special zones. For the first game, however, we recommend that you omit the event cards and play on the front of the board (the side without special zones).*



The player who most recently ate honey starts the game. This player places his **starting stack** first **on any square** on the meadow, then the other players in turn arrange their stacks around the meadow. You may place your stack on any square on the meadow, but there must be **at least three spaces between your stack and all other stacks.**

The starting player now begins the game.

A TURN

Each player takes his turn one after another.
A turn consists of exactly **two parts:**

- **One move** (!) according to the rules described below ("How to make your move").
- A **check** if you could move again in the next turn or if you triggered a **scoring.**

Then it's your left neighbour turn.

2. CHECK – TIME TO SCORE?

If you have got yourself to a position **right after your turn** in which you **cannot move** a playing counter (how this can happen you can read on the right), then you have **triggered a scoring** and immediately count up how much honey your bees have collected. The honey score is moved onto the honeycomb board. This score **applies only to you,** the other players continue to play normally. You can only get honey during a scoring, not in a normal move.

Occasionally, you might still have options to move at the end of your turn (so no scoring is triggered), but then when it's your turn again, the situation on the board has changed so much that you cannot move anymore. Then you've just been unlucky and unfortunately cannot do anything else this turn and then you too have to count up your honey (the second part of the turn).
Details to the scoring see page 6 "The Scoring".

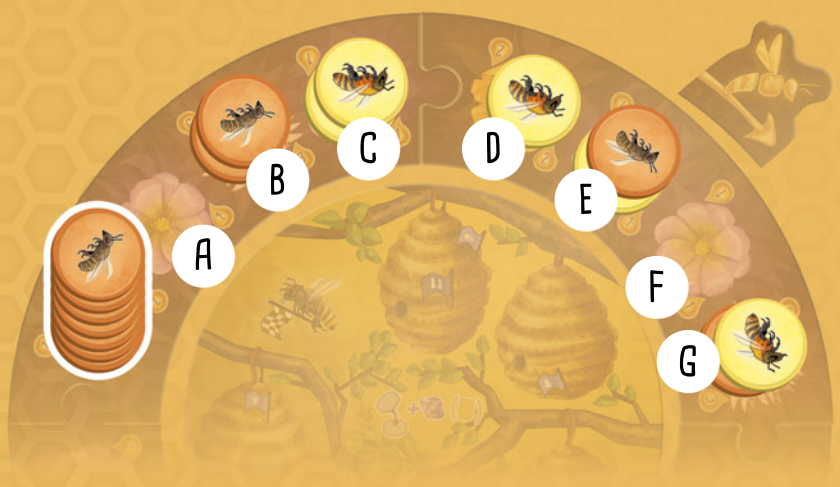
1. MOVEMENT – HOW TO MAKE YOUR MOVE?

When it's your turn, **take any number of counters from one of your stacks on the board and move them.** The **following rules** apply, unless a special counter, an event or a special zone allows anything else:

- You move in a **clockwise direction.**
- You can move **as many counters as you want from one of your own stacks** (one, a few, all), if the **stack has at least two counters.**
- You always move **exactly as many spaces as counters** that you want to move (a large swarm moves faster). So, for example, If you want to move 3 counters, they will move exactly 3 spaces.
- **A single counter may not move on.** This refers to counters that are alone on a space (under certain circumstances they can stand on other players' counters).
- You move **only with your own counters.** Other players' counters are never moved with your counters when they are hidden below your counters.
- The **spaces between the starting and finishing** spaces are **not relevant.**
- You may **move onto:**
  - **Empty spaces.**
  - Spaces with **one or more of your counters** already on them.
  - Spaces containing **a single counter of another player** (and nothing else).
- Counters that are **hidden under other players' counters,** may **not** be moved.
- **You have to move, if you can.** You may not miss a turn, even if you do not like the results of moving. This necessity to take your turn and make a move also applies to special counters whose special powers are otherwise optional (see page 8).
- You **may always look at your own counters in your stacks** if you want to know where each counter is. Of course, this only applies to your own stacks of counters.

Once you **can't move** anymore according to the standard rules (or after the additional rules of the special counters), then it's time for you to **count up your points** (also see on the left "2. Check - Time to score?") **.**

Example of a move by the blue player (in this example, you have more than 7 counters, so we can illustrate all possibilities at once):



A ➤ *With 1 counter orange can move onto this space, because it is free.*

B ➤ *With 2 counters, orange can move onto this space because it is occupied by his own counters.*

C ➤ *Orange may not move to this space because it is occupied by more than one opponent's counters (unless orange has the special counter which may cover 2 opponent's counters).*

D ➤ *With 4 counters, orange can move to this space and cover the individual opposing counter (if it is not the special counter that prohibits this).*

E ➤ *Orange can move to this space with 5 counters, because there is an own counter on the top.*

F ➤ *Orange can move to this space with 6 counters, because it is free.*

G ➤ *Orange may not move to this space, because the single opposing counter already covers another, so it is not alone.*

> ***In a nutshell:*** *You fulfill exactly 1 movement and afterwards check whether you trigger a scoring.*
A normal scoring is triggered at the end of your turn when you have created a position where you can no longer move. Then you score directly and it's the next player's turn. But now and then this can happen at the beginning of your next turn, then you can't make any movement and just score.

END OF THE GAME

The end of the game is reached when **any player** has **reached the required number of scorings** first. This is the case if all the beehives on the scoring board contain a counter of that player and if he scores again. The **game ends immediately** then.

- There are **7 scorings for 2 players.**
- There are **6 scorings for 3 players.**
- There are **5 scorings for 4 players.**

The **others players** get the **points** that correspond to the **current position of their counters.**

If you want to, you can **exchange your remaining royal jelly into points** (see page 7).

The player with the most points wins the game.

SCORING

• In a scoring you get **points for your bees.** The spaces on the board give you 1, 2 or 3 points, depending on the flower on the space (the score can be found in the honey drop). On the back of the board there are also flowers that score 0 or 5 points.
This is the honey your bees collect.



• For each field on which one of your counters is **on top,** you may **award yourself the points.** You count all the honey together and **move your scoring counters on the honeycomb board accordingly.** Spaces containing several of your counters count **only once.** Spaces where your counters are **not on top** (i.e. covered by opponent's counters) will **not** earn you any points.



• If you are the **last to move** on the honeycomb board **onto or over any of the royal jelly symbols** that match your number of players, you may **take a royal jelly.**



• **After scoring, all counters, which are not covered, are put together again into a stack.** You do this by starting from any counter and stacking your pieces on the board clockwise (that is, under the first counter), so that the finished stack arrives at the last counter of the stack.
In the next round you start with the newly formed stack from this position.



IMPORTANT: The **new stack** must **not** be created **on opponent's counters** that you have covered. If this were the case, you would need to stack up the counters starting with another counter instead, making sure that you do not cover any opponent's counters when the stack is complete. In very rare situations, when each one of your counters covers another, an exception may be allowed (because otherwise impossible).



• One of your bees has gained special skills through their experiences and is evolving into a specialist (special counter). To do this, **remove one normal counter from the stack** after stacking. This counter will now be **placed on the beehive scoreboard,** starting with the hive that belongs to your number of players (look at the symbol). If it's your first scoring, place the counter on the first hive, the second on the second hive, etc. This will create stacks of your and your opponent's counters (each player can only have one counter per stack). The **last player** whose counter is on top of one of these stacks, if all the counters for one scoring have been placed there, **immediately receives a royal jelly.**
If it is not possible to remove a normal counter from the new stack, because all normal counters are covered by opponent's counters, then you may make an exception and take one of these covered counters from the board and remove it.



IMPORTANT: When **all the hives** on the beehive scoreboard contain one player's counters and there is another scoring of that player, the **game ends immediately** (the finish field is reached). Do not remove a normal counter and do not stack, instead carry on as described in "The final score".

• **After removing** the normal counters you may then **choose a special counter and place it on top** of your new stack. The bee now has new, amazing skills to help you collect honey.



THE FINAL SCORE

- When a player has reached the **required number of scorings** (finish field on the beehive scoreboard is reached), the **game is over – immediately.** This player counts up the scores, but **does not stack up his counters,** but leaves them in their current positions.

- Everyone **who didn't trigger the scoring** round will **still receive points.** Count the points on the board for each player just like a scoring round and mark them on the honeycomb board. All special counter are still valid here.

- Now you can also exchange unused royal jelly into points. **Every royal jelly counts as one point.**

- The player who scores **the most points,** (i.e. has collected the most honey) **wins** the game. If there is a tie, then the player wins who had the fewest scoring rounds. If there is still a tie, the player who looks most like a bee wins.

- The player with the fewest points gets awarded a royal jelly, which he should keep safe (remember) for the next game. Then this player starts with the small advantage of already having a royal jelly at the start of the game.

ROYAL JELLY

In the course of the game, you may receive royal jelly if you are the last to score or, pass a royal jelly symbol on the score board after everyone else. If it is your turn, you can use one royal jelly to do **one of the following actions** (which can also be seen on the summary board for royal jelly):



- Take an **additional turn:** You may immediately take another turn according to the normal rules. You may also score between turns.



- **Freeing one's own counter:** you may liberate a counter that is trapped under one or more other counters. You take the counter and place it on top of the next of your stacks, which is clockwise from its current position.



- Gain an **additional point:** You get an extra point and move the score point drop on the honeycomb board on one space.

After this you should **return the used royal jelly to the supply.**
You may only use **one royal jelly per turn,** so only make one additional move or free a counter. **This does not apply to additional points.**

EXPLANATION OF THE SPECIAL COUNTERS

The special bee counters have **extra abilities.** The individual options of the special counters are described in detail here and condensed on the overview.

In general, if a rule contradicts with the functions of a special counter, then the special counter takes precedence.

The functionality of a special counter is always **optional.** It does not have to be used, you can always decide for yourself. The **exception** to this rule is if **you cannot take a normal turn without using a special skill**, in this case you have to use the special skill ➤ **Forced move.**

Special counter's special powers come into play whenever this counter is **on top of a stack or** is **alone on a space.** It then **applies to all counters that are underneath it** or that are moved with it.

At the beginning of the game, each of you has one special counter of your own choice. Later on in the game you get a special counter after every scoring round.



For example, the move backwards counter ("Rebel", see below) is on top of a stack of 4 with your own counters. You can then move any number of counters (here, 1, 2, 3 or 4 counters) backwards, as many spaces as the number of counters you want to move. However, the function is always optional, so you can also choose to take a normal turn.



Guardian: If this counter is on top of a stack, this stack **cannot be covered by an opponent's counters.**



Collector: If this counter is on top of a stack, you may **score one more point** for this space.



Heavyweight Bee: If this counter is on top of a stack, you may **score double** for this space.



Turbo Bee: If you move counters from this stack, you may additionally move them **one space further** than the normal rules allow (if the targeted space allows this).



Rebel: If you move any counters from this stack, you may optionally **move them backwards the same number of spaces** as they would have been moved forwards (if the targeted space allows this).



Berserker: The stack with this counter on top of it may **also cover an opponent's double stack,** but only if it is alone and does not already cover an opponent's counter. The double stack may only contain one player's counters.



Drone: If this counter is on top in its own double stack, and that stack is the only one you can still move, then you may **trigger a scoring.**



Saboteur: If an **opponent** scores and this counter is one square behind one of the opponent's counters, then this counter scores **no points.**



Organizer: If you want to move the stack with this counter on top, then you may **reorganise the stack before the move.**

ADDITIONAL OPTION: SPECIAL EVENTS

Optionally you can add the **event cards.** Shuffle it and place it **next to the game board. Turn over the first event card and read it out loud.** The additional rule on this card now **applies until the next card is turned over.**

Whenever a particular **scoring round** has been **made by all players,** i.e. the last counter is placed on the scoringboard for that scoring, you uncover a **new event card** and read it out loud for everyone. If an additional event rule on the card contradicts the normal rules or special counters (or the special spaces on the back of the game board), then the additional event rule always takes precedence.



Surprising turn:
All actions (including reverse moves) run in the opposite direction. This also applies to stacking after scoring. To visualize this, turn the direction counter to the backside.



Advanced Movement:
This **equals the special counter "Collector"**, but now it applies to all (normal) counters.



Mutual agreement:
You play **as if you had changed to an opponent's colour.** Of course, now the goal is to get the other player to win fewer points. If the game suddenly ends during this event, then naturally you revert back to your normal colour for the end of the game.



Leaping Behaviour:
At any time during your turn, you can **use a royal jelly to move any stack to any (allowed) space** (but like always, you may use only one royal jelly per turn).



Royal Favour:
Everyone immediately receives 1 royal jelly.



Unintended Consequences:
If you make a move that takes you **3 or more spaces**, then **all the others immediately get an extra point** on the honeycomb board. This **does not apply to movement through earthworm holes,** but does apply to reverse moves.



Valuable Prisoners:
This **applies to every covered opponent's counter.** So if you covered 2 counters anywhere on the board, this counts for 2 points.



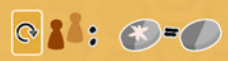
Enemy Takeover:
Here you can use a **royal jelly** at any time during your turn to **move an opponent's stack according to the general rules** (but as usual only one royal jelly per turn).



Peaceful Solution:
As long as this card is active, **no counters/stacks can be covered.** Already covered counters, however, stay covered. You are allowed to move on any of your own counters, which are covering other counters.



Hidden Talents:
If you score, put all the available special counters into the bag and **draw your next special counter without looking inside,** instead of choosing one.



Equal Rights:
All **special counters have no effect** until the next event card becomes active. This does not apply to special spaces.



Spontaneous inspiration:
The **special counter takes the position of a normal counter that you want to exchange.** The normal counter is discarded (not stacked onto the scoring board). If towards the end of the game while scoring, you are missing a counter to put on the scoring board, then you have to take a special counter instead.



Prisoner's protest:
You **also count up covered counters** when scoring. However, the special functions of these **counters** (such as doublers) are **not active** and the counters **do not count for the rainbow.**



Disappointed expectations:
During the next scoring(s) **3-point spaces count 0 points.**



Fertile days:
During the next scoring(s) **2-point spaces count 4 points.**



State intervention:
After scoring the stack may be sorted arbitrarily.



Liberating effect:
Each player may **immediately free his own counters** (as with royal jelly).

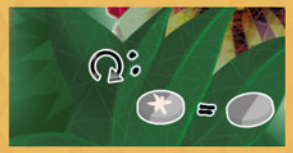
ADDITIONAL OPTION: THE REVERSE SIDE

On the back of the standard board you will find an alternative board, which in addition to other scoring points (0 and 5 points) also includes special spaces where special things happen directly or on scoring.

Except for the spaces where the special counters do not apply, all properties are also optional here (also the earthworm holes). This also applies to forced moves, the special spaces you do not have to use, even if no other move options exist.



Earthworm holes: The two earthworm holes of the same colour always belong together. If you **move onto one of these spaces** (your move ends here), you may move on **to the other earthworm hole of that colour with any number of counters,** if a move to that space is allowed by the normal rules. If you are standing on an earthworm hole at the beginning of your turn, you cannot just move through the hole as a turn.



Thicket: In these spaces, the properties of all **special counters do not apply** (also, for example, no doublers).



Gust of wind: Here you are allowed to **continue immediately from this space,** with any number of counters, but according to the normal rules of the turn.



Honeywell: If you move to this space, you will **immediately get an extra point** on the honeycomb scoreboard. Doublers do not apply to this.



Beekeeper: If you move onto this space, you can **immediately remove one point on the honeycomb scoreboard for one of the other players.** The player can't have less than zero points. If a player moves again over a royal jelly symbol, there will be no additional royal jelly for that.



Swaying Leaves: From this space, **you can move backwards** (just like the special counter "Rebel") according to the normal rules.



Arena: If you score, you will receive an **additional point** if you are **on top of this space and cover one or more opponent's counters** here.



Guerrilla: When you move onto this space, you can **immediately free one of your own counters** (as in the royal jelly feature).



Grasshopper Service: If you are on this space (on top) and score a round, then you may **do another turn directly after the scoring round** (and also use, for example, royal jelly again).



Rainbow: Here you get **4 extra points** if you score and have counter(s) **on top of both spaces**. Doublers do not count with this bonus.

AND FINALLY...



A FEW WORDS ABOUT TACTICS

Ziel des Spiels ist es, Punkte zu machen. Um das zu schaffen, müsst ihr zu Wertungen kommen, denn fast nur dort werden Punkte verteilt. Ihr solltet also nicht zu lange warten, bis ihr eine Wertung provoziert. Allerdings solltet ihr dabei durchaus darauf achten, auch auf wertigen Feldern zu stehen. Aus diesen beiden Anforderungen müsst ihr einen sinnvollen Mittelweg finden: schnell werten, aber auf guten Feldern.

OF BEES AND FLOWERS

If you want to know more about bees and their living environment then you can find more information using these QR code.



ACKNOWLEDGMENTS

We thank everyone who helped us with this game with words and deeds. The game would not have seen the light of day without you.

Our special thanks to all who have tested Ambrosia:

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We thank our graphics wizard **Christian Opperer** for the dreamlike illustrations.

I (Uwe) wholeheartedly thank **my beloved parents Gerdi and Werner Bursik,** who have made me what I am today and who have always and wholeheartedly supported me. You are the best parents in the world!



SPARE PARTS SERVICE

We have done our utmost to test and ensure the quality of this game. Should any part of this game nevertheless be missing or defective, then we sincerely apologize. Please contact us directly, and we will hurry to send you a replacement part:

info@skellig-games.de
Subject: Spare partsservice

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2–4
45 min
8+

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