GRANDPA BECK'S THE BEARS and the Bees™

2-5 Players
AGE 8+ | 30

Thanks for purchasing one of our family's games. We hope you enjoy playing the Bears and the Bees with those you love! ***As you play, remember, honey is sweet, but victory is sweeter! - Grandpa Beck***

Time out! Are you one of those, "I'd rather see the movie, than read the book" sort of folks? If you are, **feel free to skip the rules** and search for *how to play Grandpa Beck's the Bears and the Bees* on **YouTube** instead. Still have questions? Send us a note on **Facebook (@GrandpaBecksGames)** and our family will help you out.

OVERVIEW

Your goal is to be the first player to eliminate all the honeycomb-shaped cards from your hand. Play cards that match on **2 or more sides** connecting to the ever-growing beehive. Match **more than 2 sides** to **earn bonus plays** which help you play extra cards.

Certain cards make **earning bonus plays** easier. Others force your opponents **to draw additional cards**, preventing them from ending the round. And the pesky Bears? Well, those honey grubbin' nuisances just get in the way, so get rid of 'em as quick as you can!

SETUP

A round ends when a player lays down his or her last card. Players tally the value of the cards still in their hands. After three rounds, scores are totaled and the **lowest score wins**.

- Place the Queen in the center of the table.
- Shuffle the cards (or mix them up another way).
- If playing with **2-3 people, deal 9 cards** to each player. If playing with **4-5, deal 8**.
- The dealer flips over the top card of the draw pile and places it at the top of the Queen. **All her sides are honey (wild)** so **any color** will match her sides.
    - **Note:** If a special card (Drone, Worker Bee, Flower, or Bear) is drawn, it must be discarded face up and another card drawn.
- The player to the left of the dealer **plays first**, and will become the dealer at the start of the next round.



The start of the beehive.

THE CARDS

Before we get into the sticky details of the rules, let's check out the cards. Pay special attention to **bold** items.



Queen (1)**:** Six honey-colored sides, and a queen bee in the middle. The beehive is built around this card. All her sides are honey, which is wild, and can match with any color. **No special cards** (Drones, Worker Bees, Flowers, or Bears) can be played **touching the Queen.**



Honeycomb (70)**:** Arranged in different patterns of 2-3 colors, these are the most common cards and the **only cards** allowed to **touch the Queen.**



Drone (10)**:** Half honey (wild) and half one color, with one drone bee in the center. These cards are **extremely useful** for earning **bonus plays**.



Worker Bee (15)**:** One side of each color plus a honey (wild) side, with three worker bees in the middle. When played with 2 sides matching, an **opponent of the player's choosing must draw** 1 card.

If played with 3 sides matching, 2 cards must be drawn. If matched with 4 sides, 3 cards must be drawn, etc. You can give the cards **to one player**, or **split them among 2, or more, players**.

Examples:

- Breanne plays a Worker Bee card matching on 2 sides. She forces Annie to draw 1 card.
- Colton plays a Worker Bee card matching on 3 sides. He can force Jackson and Blake to *each draw 1 card, or have one of them draw 2 cards.*



Flowers (5)**:** All one color with a flower adorning the center, **these force all other players to draw!** When played with 2 sides matching, all other players must draw 1 card. If played with 3 sides matching, all players draw 2 cards, etc.

Examples:

- Ella plays a Flower card with 2 sides matching. All other players must draw 1 card.
- Calvin plays a Flower card, incredibly matching 4 sides. All other players draw 3 cards!



Bear (3)**:** Bears, like all other cards, must be played with at least 2 sides touching the beehive. However, 1 of those sides **must touch a honey (wild) side of a drone or worker bee**. The other side(s) of the Bear card may match any color. Like the other special cards, **they cannot touch the Queen**.

When you play a Bear card, it is the **only card** you may play that turn, **no bonus plays** allowed. After a Bear is placed on the beehive, **no future cards** may be played that would **touch the Bear** – not even another Bear!



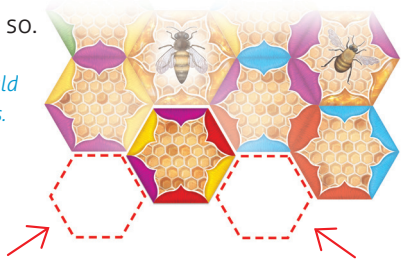
A Bear must be played touching honey.

After a Bear is played, no cards can be played in the spots adjacent to it.

PLAYING YOUR TURN

On your turn, **do one** of the following:

1. **Play card(s)**
   - On each player's **first turn**, you may **play 1 card** anywhere it matches **2 or more sides** with the beehive.
   - Starting on each player's **second turn**, you may play **2 cards per turn** as long as the second card is played **adjacent (touching) the first card**.
   - There is no penalty if you can't make an adjacent play, but it's advantageous to do so.



If this were the first card you played on your turn, you could play your second, adjacent card, in one of these two spots.

Reminders:

- **Only Honeycomb cards** can touch the Queen.
- The Queen's sides are **honey (wild)** and match **any other color**.
- Every card played must match **2 or more sides** with the hive.

2. **Discard a card**
   - If you can't play, or choose not to, you must either **draw 1 card**, *or* **discard a card** and **draw 2 cards**.
   - If you discard a **Bear card**, you must **draw 3 cards** (ouch!).

BONUS PLAYS

When you play a card matching on 3, or more, sides, you earn bonus plays which allow you to play additional cards. Every card, **except the Bear**, can earn these bonus plays.

Match 3 sides	*Play 1 additional card*
Match 4 sides	*Play 2 additional cards*
Match 5 sides	*Play 3 additional cards*
Match 6 sides	*Discard hand, you win instantly!*

Bonus plays are used after you play your first card and adjacent card (if able) and **may be placed anywhere on the beehive** where they match with 2 or more sides. You may earn a bonus play with your first card, your adjacent card, or both. It is possible to earn **multiple bonus plays consecutively** in a turn.

Example: Shane strategically plays his first card with 3 sides matching (1 bonus play), setting up a 4-sided adjacent play (2 bonus plays). This earns him a total of 3 bonus plays. He uses the 1st and the 2nd to make 2-sided matches and the 3rd to make a 3-sided match, earning a 4th bonus play. He uses this to make a 2-sided match. What an amazing turn!

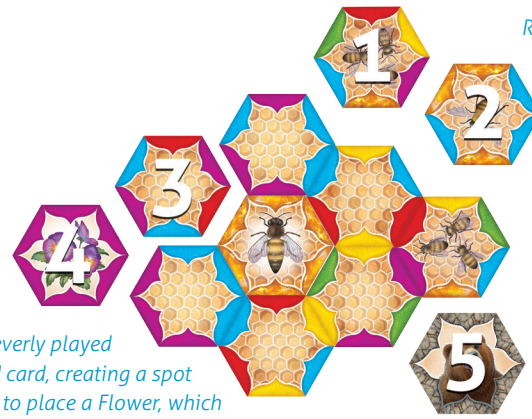
Notes:

- There is no penalty if you are unable to use a bonus play (you don't have to draw).
- An adjacent play is **only allowed** on the first card played each turn, bonus plays are **not eligible** for further adjacent plays.
- Worker Bee and Flower cards may earn bonus plays in addition to forcing others to draw cards.

PUTTING IT ALL TOGETHER

Here's an example of a couple of strategic turns to help you grasp the key concepts of the game.

1. Reed plays a **Worker Bee [1]** with 2 sides touching the beehive and chooses Lizzy to draw a card.
2. Reed can make an *adjacent play*, and does so, laying down a blue **Drone [2]** with three sides matching, skillfully using the Drone's honey (wild) sides.
3. This earns Reed a *bonus play*, which he uses to play a **Honeycomb [3]**. It also fits in a spot matching 3 sides, earning him *another bonus play*.
4. Reed uses this bonus play to lay down a purple **Flower [4]** with two sides matching, forcing all other players to draw one card. This ends his turn.
5. Play passes to Clementine, who seizes an opportunity to play a **Bear [5]** by connecting it to an exposed honey side of a Worker Bee. Her turn is over.



Reed strategically played his first card to set up a 3-sided adjacent play.

Whenever you get the chance to play a bear, take it! They can be tough to get rid of.

Reed cleverly played his third card, creating a spot for him to place a Flower, which are a challenge to play.

WINNING

The first player to play their last card wins the round and is awarded a score of 0. All other players tally the value of the cards left in their hands as follows:



Record the scores. The player with the **lowest total score** after three rounds is **crowned the Queen Bee**!

Notes:

- If the final card played forces other players to draw cards, they must do so.
- In the event of a tie, the player with the lowest score in the final round is declared the winner.

CARD QUICK REFERENCE

As you are playing, you can use this chart to remind yourself of the quantity and function of each card.

Queen	1	First card each round, honey (wild) on all sides
Honeycomb	70	Only cards that can touch the Queen
Worker Bee	15	Force one or more players of your choice to draw
Drone	10	Half honey (wild), great for 3+ side matches
Flower	5	Force all other players to draw
Bear	3	Must be played touching honey, block adjacent spots

ADDITIONAL NOTES

Q: What happens if the draw pile is depleted?

A: From this point on, Worker Bees and Flowers no longer cause players to draw. The round ends when one player runs out of cards or when all players are unable to play any of the remaining cards in their hand. At this point, all players tally their remaining cards' points.

Q: What happens if the beehive reaches the edge of the table?

A: If any part of a card hangs off the edge of the table, it can't be played. It is recommended to play on a kitchen table, not a small card or coffee table, to avoid running out of room.

Q: How can the game be modified for easier play?

A: If you would like to simplify the game, try some, or all of the following modifications.

- Remove the Bear cards.
- Eliminate the option to play a second card on your turn.
- Eliminate card draw requirement of Worker Bees and Flowers.
- Eliminate bonus plays.
- Eliminate scoring and play each round as its own game.

Q: How can slow players be prevented from holding up the game?

A: If there is a player taking their sweet time every turn, try instituting the "buzz rule." After waiting a reasonable amount of time, another player can start to make a buzzing sound, like a bee. Other players who feel that the turn is also running long can join in. Once all the other players are buzzing, that player's turn is over. If they have been unable to play at least one card, they must draw.

Questions? Visit grandpabecksgames.com, email us at GrandpaBecksBames@gmail.com or call Grandpa Beck at 206-498-1959.

Grandpa Beck's games is a family business run by Grandma Beck and myself, Grandpa Beck. We also rely on the help of our amazing illustrator Apryl Stott, our five adult children, their spouses, and our fourteen grandkids (and counting).

Without a marketing department to help us with advertising, we count on you, our loyal fans, to spread the word of our games. The best way you can do this is by sharing them with your friends and family. Most people who try our games end up wanting a copy for their own family!

We also greatly appreciate fun and helpful reviews on Amazon. We look for new reviews every day! Your stories about enjoying time together as a family while playing our games motivate us to continue to produce fun and exciting products that will bring you, and those you love, together.

If you have a question, or any sort of issue, then please, don't hesitate to contact us. We always respond, and will do our best to make you happy!



Wishing you a joyful and excitinG evening around your kitchen table.

Grandpa+Grandma Beck

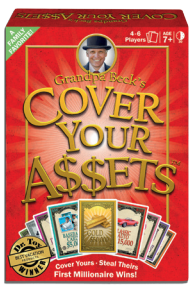


Meet "The Bears and the Bees™"
Creator: Jeff Beck

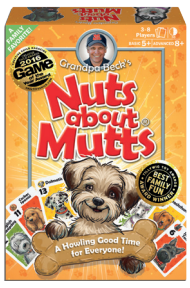
Jeff is our middle child and he relishes the role. Growing up he filled our home with laughter - and a few tears - with his pranks, jokes, and stories (many of which we suspect were slightly embellished).

As an adult he has matured (a bit). He works as a tech reviewer and advertising manager for AndroidPolice, and in the moments in between he helps us with the family business. His favorite job is being a husband to Lorette and a father of three adorable kids.

Like this game? We have more!









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