

Bee Friendly

Bee Friendly is a family-friendly tile-laying game where players compete to create the most bee-attracting flower garden. Match flower colours and petal shapes to score bees. The player with the most bees at the end of the game wins.

Setup

- Shuffle all flower tiles into a face down draw pile(s)
- Each player draws 1 flower tile and places this face up in front of them.
- Create a tile market of face up flower tiles.
- The number of flower tiles is equal to the number of players plus one.

Market for 3 players



Turn Order

- The last person to have seen a Bee is the first player.
- The first player takes the Queen Bee Tile.
- Pass the Queen Bee tile to the left at the end of each round.

Round Structure

- In turn order
- Choose a face-up tile from the market
- And then draw one tile from the deck.
- Reveal the deck tile and place both tiles in front of you.
- Place the two tiles in your garden, one at a time.
- At least one edge must touch another tile edge in your garden
- Score any complete flower(s) as per the scoring guide

Placement Rules

- Once a tile has been placed and scored, it cannot be moved or rotated.
- Place the bee value onto the flower(s) that score.
- Standard game: build a maximum of 4x4 grid (16 tiles).
- Fast game: build a maximum of 3x3 grid (9 tiles).

Scoring

- A flower is completed when two touching tile edges show matching

flower halves

- Each tile placed must complete at least one flower. Any additional flowers completed by the tile are also scored.
- Colour match 1 Bee point
- Petal match 2 Bee points
- Both match 3 Bee points
- Place a bee token on each complete flower that scores

End of Round - after all players have taken a turn

- Discard the remaining tile from the market not chosen that round
- Refill the market with the correct number of face up tiles.

Final Round

- In the final round there will be only 1 space in a player's flower garden.
- Players still take 1 tile from the market and 1 tile from the deck
- Place only ONE of the two tiles and discard the other tile.

Tile Design Notes

- Each tile has one of 4 colours on each edge.
- Each tile has one of 6 flower shapes on each edge.
- No tile contains duplicate colours.
- No tile contains duplicate flowers.

Winning

- When all players complete their garden, total the bee tokens.
- The player with the most points wins.
- Tied highest players share the win.

