

Rules

CONTENTS:

- Gameboard
- 80 Pollen/Nectar cards
- 60 Spelling Beez cards
- Honeycomb Score sheets
- 4 Worker Bee playing pieces

OBJECT:

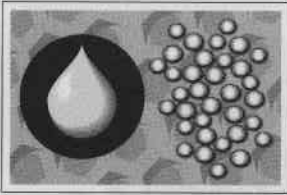
Younger Children (non-competitive): The object of the game is for all players to complete their word and color the letters in their honeycomb. All have fun! All are winners!

Older Children: Learn interesting Bee Facts as they try to collect the most Pollen points from Nectar cards.



www.aristoplay.com

POLLEN/NECTAR CARDS



Your *Worker Bee* gathers these cards as she moves around the board. These cards have point values used at the end of the game. There are different Bee Facts on the back – read, enjoy and learn.

SPELLING BEEZ™ CARDS



These cards tell your *Worker Bee* which way to move around the board. They also direct other actions. For example “Lose 1 Turn”, “Take or Lose a Pollen/Nectar Card”, etc. The Spelling Beez™ cards show an “Orchard” or a “Sunflower” with either a number or a letter. The number tells you how many “Orchard” or “Sunflower” hexagons

your *Worker Bee* can move from her present location. The letter tells your *Worker Bee* to move to a certain letter. A “Blank Space” tells you to move your *Worker Bee* to the blank space in front of her hive. A “Wild Card” allows you to move your *Worker Bee* to ANY hexagon you want!



Lose 1 Turn



Take 1 Pollen/Nectar Card



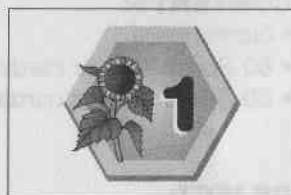
Lose 1 Pollen/Nectar Card



Orchard/Number Card



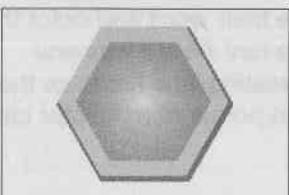
Orchard/Letter Card



Sunflower/Number Card



Sunflower/Letter Card



Blank Space Card



Wild Card

HONEYCOMB SCORE SHEET

Picture/Word Honeycomb - Choose any 3 to 6 letter word. Put each letter in its own cell. Color in the cell when your *Worker Bee* lands on that letter. The first *Worker Bee* to complete the GAME WORD ends the game. Add up the numbers on your Pollen/Nectar Cards. The highest number wins!

GET READY!

- Shuffle the Pollen/Nectar cards.
- Stack them face down on the Pollen/Nectar space on the game board.
- Shuffle the Spelling Beez™ cards.
- Stack them face down on the Spelling Beez™ space on the game board.
- Pick any word and write it down in the spaces on your Honeycomb.
(Each player can use the same word or a different word as long as the words have the same number of letters).

GET SET!!

- Choose a *Worker Bee* to move around the board.
- Put your *Worker Bee* on the blank space in front of your hive.
(The board has two different types of hives. You'll learn about them as you play Spelling Beez™).
- Take 2 Pollen/Nectar cards.
- Read the Bee Facts on the cards.

GO!!!

- Youngest player goes first, then turns go around to the left.
- Draw 1 Spelling Beez™ card. Follow the instructions and begin to collect the letters in the GAME WORD on your Honeycomb Score Sheet.
- Move your *Worker Bee* in either direction around the board. You can change direction after each turn, but not during your turn.
- When your *Worker Bee* lands on a LETTER in the GAME WORD, color that letter on your Honeycomb Score Sheet. Gather your letters in any order you want. If your word has a letter more than once, you may count it only once per turn; then leave the letter and come back to it on another turn.
- Take 2 Pollen/Nectar cards when your *Worker Bee* lands on a LETTER in your GAME WORD.
- If you land on a Sunflower or Orchard space with another *Worker Bee* on it, take 1 Pollen/Nectar card from the stack in the middle of the board.
- When you complete the GAME WORD, take 1 extra Pollen/Nectar card in addition to your 2 regular cards.

WIN!!!!

- When someone completes their GAME WORD, the game is over.
- Count the total points on your Pollen/Nectar cards.

The one with the most points wins!

(It's possible to color the word first and not have the most points. As in life, being first does not always mean you win).

HOW TO PLAY THE GAME

1. Choose a Word. This is usually found on the board.
2. Find your Word on the board. You may use any letter.
3. Write the Word on your board. You may use any letter.
4. Repeat steps 1-3 until you have used all the letters on the board.

GET READY

- Choose a Word on the board.
- Find your Word on the board. You may use any letter.
- Write the Word on your board. You may use any letter.
- Repeat steps 1-3 until you have used all the letters on the board.

GET READY

- Choose a Word on the board.
- Find your Word on the board. You may use any letter.
- Write the Word on your board. You may use any letter.
- Repeat steps 1-3 until you have used all the letters on the board.

GET READY

- Choose a Word on the board.
- Find your Word on the board. You may use any letter.
- Write the Word on your board. You may use any letter.
- Repeat steps 1-3 until you have used all the letters on the board.

For a catalog of Aristoplay games
 or for the name of a retail outlet near you that sells them,
 call toll free: **1-800-433-4263**
 or visit our website at **www.aristoplay.com**



©2006 Aristoplay, Ltd., A division of Talicor, Inc.
 901 Lincoln Parkway • Plainwell, MI 49080