# Setup

* Woodland board side A and hive board per player count.
* 1 Queen’s Contest of each color on the hive board.
Use the cards with a ★ with new players.
* Build Orders decks face down: 2 Large Orders at bottom and (Players - 1) Small Orders on top. Reveal top card.
* Place nectar and pollen at the top of each market track. Drop them by one space in 2 player games.
* Remove, for each type, Nectar Tiles based on player count.
	+ Shuffle and deal to board from left to right columns.
	+ Place Forager token from last player counterclockwise.

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| --- | --- | --- |
| **Players** | **Each Type** | **Remaining Total** |
| 2 | -2 | 16 |
| 3 | -1 | 20 |
| 4 | None | 24 |

* Select hive configuration card:
	+ Green★=new; Green=standard, Orange=experienced
	+ 1st Player sets their hive to match the card,
	all other players must match 1st player hive ***exactly***.

|  |  |  |
| --- | --- | --- |
| **Player** | **Workers** | **Coins** |
| 1st | 1 | 5 |
| 2nd | 1 | 10 |
| 3rd | 1 | 15 |
| 4th | 2 | 5 |

# Round

* Take a Hive Tile OR recall Workers (Forager can move 1 only, no collecting)
* Place worker (must stack higher than any pre-existing stacks)
* Pay any required costs and take a tile from that section
* Place tile: yellow comb edges cannot touch colored borders
* Resolve all actions surrounding newly created cells once.
	+ Forage: 1 hex orthogonally +$2 per additional move. Collect Nectar Tile if it matches a cell boarder, otherwise collect a Pollen to your player board.
	+ Fan: Place token on any hive hex and produce honey on all adjacent Nectar Tiles that are empty. The remove fan token.
	+ Orders: Spend honey to fulfill/take ***and*** gain its action that turn. OR sell one market type at current price, then decrease its value (or another item if already at bottom). Only reveal new Orders at the ***end*** of your turn.

# Game End

* Trigger: 4 market tracks hit bottom or 2 order stacks empty
* Complete round until last player has had their final turn
* Score: coins, honey, pollen, orders, and Queen’s Contest
* Queen’s Contest: ignore last places. Ties share full reward, but skip places.
* Tie Breaker: honey and pollen, then most orders