

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.

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
1 st	1	5
2 nd	1	10
3 rd	1	15
4 th	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 border, 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