

Set Up

1. Cut out the 5 bees and the badger
2. Place each bee on a flower
3. Place the badger in her den
4. Roll the die. This is the number of spaces "A" bees will move. # _____
5. Roll the die again. This is the number of spaces "B" bees will move. # _____

Gameplay

Objective: Help the badger get honey from the tree and return to her den without getting caught by the bees.

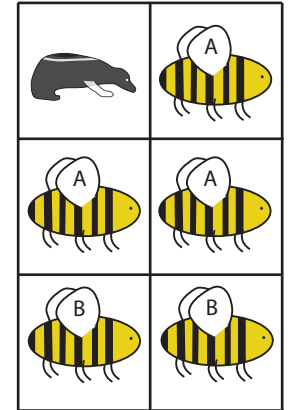
ONE TURN

1. Roll one die to move the badger by exactly that number of spaces.

- The badger can move spaces horizontally and vertically
- The badger cannot move through or land on a square adjacent to a bee at any point (even while moving) without being caught.
- If the badger ever occupies the same space as a bee, she is stung, and the game is over.
- To use "Dig a tunnel" or "Eat a Snack", the badger needs to land exactly on that square

2. Move the bees.

- Move all bees the number of spaces specified from setup
- Bees move automatically to the next flower (in numerical order) one square at a time along the indicated path.
- If the badger is caught (in a square adjacent to a bee, by either passing or landing), the bees swarm. This means that for the next two turns, bees will move toward the badger on the fastest route possible (the path may include a diagonal portion). If the badger digs a tunnel during the swarm, the bees start moving toward the hive instead.



Winning: The badger wins when it is safely back in its den with some honey retrieved from the tree!

