



Pocket Apiary

Designed by Corey Andolora

Components

- 12 Honey cards
- 12 Start cards
- 39 Flower cards
- 4 bee tokens
- 8 Reference cards
- 1 Honeycomb
- 24 nectar cubes
- 1 rulebook
- 1 box
- 1 setup / automa card



Ages 10+



1-4 Players



20 Minutes

Object of the game

In Pocket Apiary the players take on the role of beekeepers. Your goal is to harvest pure honey from fields of Mint, Lavender, and Dandelion. The player that earns the most points by collecting honey and planting a diverse garden wins the game.

Setup

Remove all of the components from the box. Consult the table below for the number of components to use for your player count. Remove the remaining components from play. Separate the *Start* cards, the *Flower* cards, and the *Honey* cards. **(1)** Place the bee tokens into the box. This is known as the *Apiary*. **(2)** Give each player a set of Start cards with matching shapes on the back and arrange in a row from 1 to 3 using the *Start Order* numbers. This is known as each player's *Garden*. Place a matching color nectar cube on each flower. Each player should leave room for gained cubes. **(3)** Place the remaining nectar cubes next to the Apiary. This is known as the *Supply*. **(4)** Shuffle the Flower cards and deal an amount equal to the number of players plus 2 in a row. This is known as the *Field*. **(5)** Place the Honey cards with the **100%** side up into piles within reach of all the players. **(6)** Give the *Honeycomb* to a random first player. You are ready to begin.

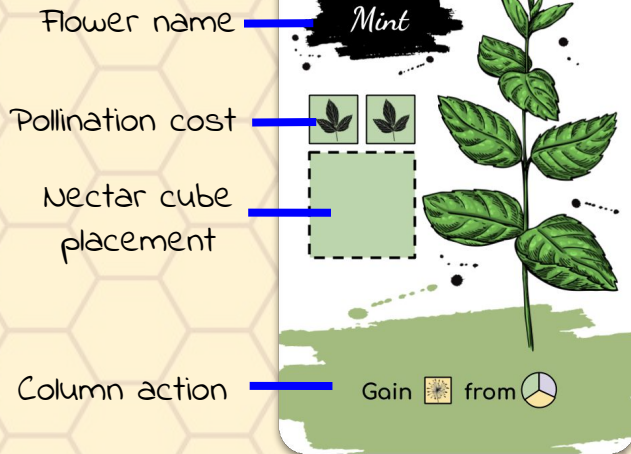
Player Count	Bee Count	Cubes per Color	Flowers in Field	Honey per Color
1	2	5	3	2
2	2	6	4	3
3	3	7	5	3
4	4	8	6	4



Solo Play

When playing single player, the opponent's bee is controlled by AI. Reference the Automa card for how the bee moves during the opponent's turn.

Card layout



How to Play

In Pocket Apiary, players take turns starting with the player with the Honeycomb. On your turn, do **ONE** of the following:

Available actions if you DO NOT have a bee in your Garden:

- Move a bee from the Apiary to your Garden.
- Move a bee from the Field to your Garden.
- Move all bees from the Field to the Apiary.*

Available actions if you DO have a bee in your Garden:

- Move a bee to a Flower that is in a different column.
- Move a bee from your Garden to the Apiary.
- Move a bee from your Garden to the Field.
- Move all bees from the Field to the Apiary.*

*Bees may move from the Field to the Apiary with or without a bee in your garden.

Follow these movement rules:

- A bee may not leave your garden unless it has at least 1 cube.
- A bee in your garden that has 3 cubes must leave your garden.
- A bee cannot travel to the Field unless it can pay for a Flower.
- Bees moving within a Garden must take a cube or perform an action or both.
- Bees moving within a Garden must move to a different column.

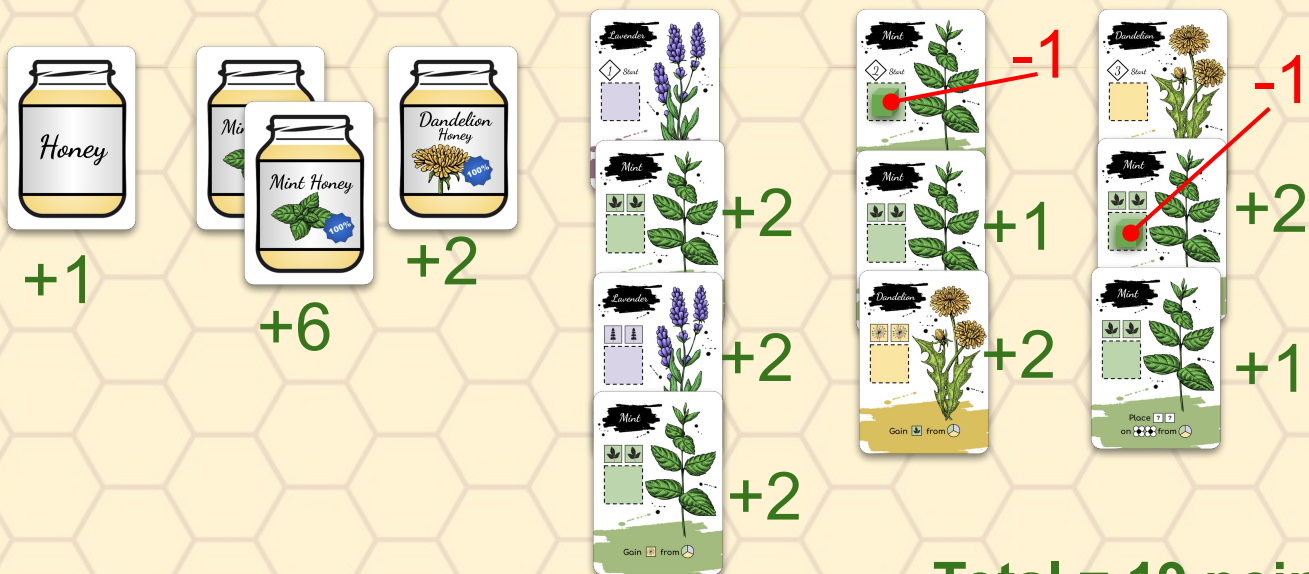
Then the next player in clockwise order takes a turn.

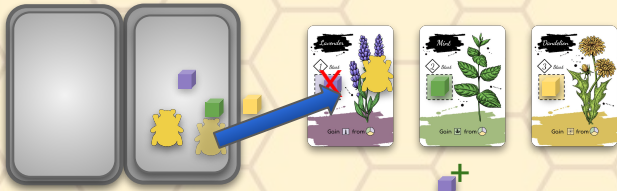
Game End

The game end is triggered when any player takes the last Honey card OR completes a 4th row of Flowers (12 total including the 3 Start cards). Every player completes one final turn until it is the first player's turn. The winner is the player with the most points. If there is a tie, the player with the most Flowers wins. If there is still a tie, you share victory.

Scoring

- Score points for sets of 100% Honey cards.
 - 1 = 2 points
 - 2 = 6 points
 - 3 = 12 points
 - 4 = 13 points
- Score 1 point each for common Honey cards
- Score 2 points for every unmatched consecutive Flower in a column of your Garden.
- Score 1 point for every matched consecutive Flower in a column of your Garden.
- Subtract 1 point for each nectar cube in your Garden. This includes the 12th flower's nectar cube.





Bee leaves the Apiary and lands on a Flower with a cube.
The player keeps the cube and then performs column action.

Move a bee from the Apiary to your Garden

Purpose: collect nectar cubes for paying for new flowers or honey

If the Flower the bee moves to has a cube, the player takes the cube. The player then must perform the column action if possible. **Actions can only be performed if they are fully completed as described.** If an action is only partially possible, do none of it. For example, placed cubes **MUST** go on Flowers that match in color.

Move a bee from the Field to your Garden

Purpose: collect nectar cubes and also free up Field for new flowers

If the bee in the Field has a cube on it, the player will keep the cube. If the Flower the bee lands on has a cube, the player will also take that cube. The player then must perform the column action if possible. **If this was the last bee in the Field, re-fill the Field to the full amount from the draw pile** (number of players + 2).

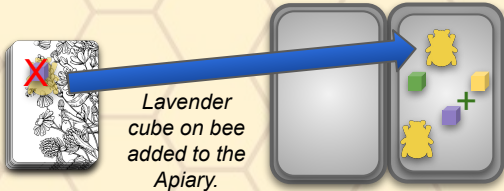


Player keeps Lavender cube on bee then performs column action.

Move all bees from the Field to the Apiary

Purpose: free up the Field or use a cube on a bee to collect honey

If a bee in the Field has a cube on it, the cube is added to the Apiary. If there are **4 of one color in the Apiary**, the player may exchange those cubes for a matching Honey card if there are any left. Place the 4 cubes into the Supply and take the Honey card. **You may only do this for ONE Honey card per turn.** If this was the last bee in the Field, re-fill the Field. **If there are no matching Honey cards left, you may trade the 4 cubes for any 1 common Honey** (reverse side).

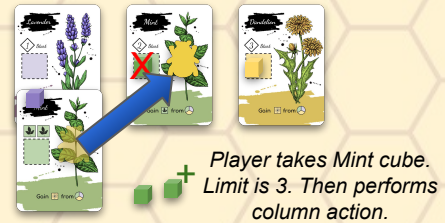


Lavender cube on bee added to the Apiary.

Move a bee to another Flower within your Garden

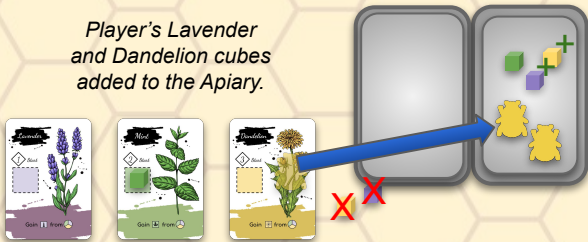
Purpose: collect more cubes before moving to the Apiary or Field

When moving a bee within your Garden, it must move to a different column than its starting position. It can land on any Flower in the new column. If the new Flower has a cube on it and **if you have less than 3 cubes**, take the cube. Next you must perform the column action if possible. The limit of 3 cubes applies to column actions that Gain cubes as well. **When moving a bee within your Garden, it must be able to take a cube, perform an action, or both; otherwise return to the Apiary or go to the Field.**



Player takes Mint cube. Limit is 3. Then performs column action.

Player's Lavender and Dandelion cubes added to the Apiary.



Move a bee from your Garden to the Apiary

Purpose: drop off nectar cubes in the Apiary and collect honey

Place the bee inside the Apiary tin. **Any cubes that you had are also placed in the Apiary.** If there are 4 of one color in the Apiary, the player may exchange those cubes for a matching Honey card if there are any left or a common Honey card if not. Place the 4 cubes into the Supply and take the Honey card.

Trading 4 Mint cubes for a Mint Honey. These cubes go to the supply.



Move a bee from your garden to the Field

Purpose: trade in nectar cubes to plant a flower in your Garden

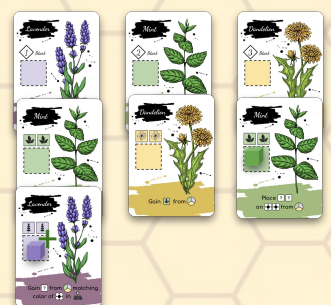
When a bee moves to the Field, it must have enough cubes to pay the pollination cost of a Flower. Place the bee on top of the Field draw pile. Pay the pollination cost to the Supply. **If you have a remaining cube, place it on top of the bee.** Take the purchased Flower and plant it in your Garden. New Flowers are played left to right, column by column in your Garden. You will only ever have 3 columns. If all 3 columns have the same number of Flowers, start a new row in the first column. Overlap the action text from the previous Flower in the column with the new Flower. **The showing text is the column action or the action that is performed regardless of which Flower in the column the bee lands.** Add a matching color cube to that Flower.



First added Flower goes into the 3rd column.
A Mint cube is added.



Next Flower goes into the 1st column. A Lavender cube is added.



Symbols

