



Pocket Apiary



Designed by Corey Andalora



Ages 10+



1-4 Players



30 Minutes

Premise

You are a beekeeper trying to harvest pure honey from a beautiful garden of dandelion, lavender, and mint. The player with the most pure honey and diverse garden will earn enough points to win the game. Pocket Apiary is a worker pool set collection game that fits in a small box.

Gameplay

Each turn, players move a bee between the apiary, their gardens, and the field. They collect nectar cubes off of the flowers in their field and build combinations through the available column actions. Flowers are pollinated from the field with cubes and planted in the player fields. Nectar is dropped off at the apiary and traded in for honey. Points are scored from both honey and a diverse garden and highest score wins.

The Buzz

- Big box feel in a small package
- Mini engine building with over 30 unique flowers
- Set collection
- Common worker pool
- Player interaction through shared resources and beehive



Components

- 12 Honey cards
- 12 Start cards
- 39 Flower cards
- 4 bee tokens
- 9 Reference cards
- 1 Honeycomb
- 24 nectar cubes
- Rulebook
- Box

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