



*THE HONEY POT

The **Honey Pot** expansion contains new components that you can include in your games of Honey Buzz, in any combination. Some introduce new rules that alter gameplay while others increase the variety that the game has to offer.

COMPONENTS

- 1 First Player Marker
- 4 Nectar Jar Boards
- 6 Configuration Cards
- 2 Order Cards
- 6 Queen's Contest Cards
- 6 Queen's Contest Cards (solo play)
- 1 Drone Card (solo play)



FIRST PLAYER MARKER

This resin honey jar is an alternative first player marker, which you can use instead of the one that comes with the base game. As usual, the first player marker goes to the player who woke up the earliest. The early bee gets the nectar!

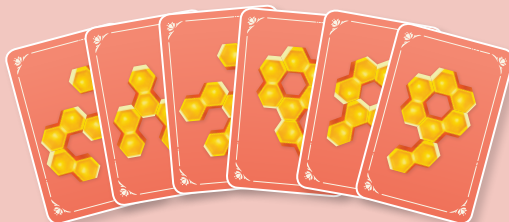
1 Resin Honey Jar



CONFIGURATIONS

The six new configuration cards are expert-level configurations, which demand careful play. Their initial cell patterns are predetermined, and some have cells that are already completed. Shuffle these in with the other configuration cards if you want a truly random draw or simply draw one of the six expert cards.

6 Configuration Cards



NECTAR JARS

This module makes foraging more flexible and offers new opportunities for player interaction. Your nectar jar serves as a place to store extra nectar until it can be placed in your hive. But be careful because your opponents can buy the nectar from your nectar jar!

- When you collect a nectar tile from the field, if you do not have an empty cell in your hive for that nectar tile, store it in your nectar jar! However, if your nectar jar is already full, gain one pollen from the supply instead, as in the normal rules. Your nectar jar can only store one nectar tile at a time.

4 Nectar Jar Boards



- At any time during your turn (including multiple times per turn), you may move a nectar tile from your nectar jar to a matching empty cell in your hive. Nectar tiles will not produce honey while they are in your nectar jar; they must be moved to empty cells in your hive before they will produce honey.
- At any time during your turn (including multiple times per turn), you may buy from an opponent's nectar jar by paying them five coins. Opponents cannot prevent you from doing this. When you buy from an opponent's nectar jar, you must immediately place that nectar tile in a matching empty cell in your hive.

DRONE CARD



The new Market Rush drone card can be used in the solitaire variant to increase the difficulty. Add this card to the drone deck and remove the Highest Honey & Pollen card. For an even bigger challenge, add this card without removing another card.

When the Market Rush card is flipped during a drone turn, the value of all five resources drops by one. For each resource whose value cannot drop by one, the value of a different resource of your choice drops again instead (if possible).

Market Rush Card



ORDER CARDS

The two new order cards feature an oriole and a bat, which are animals that eat pollen as part of their natural diets! Shuffle these new order cards into their matching groups (small orders and large orders) before you create the three market stacks.

Pollen Eater Order Cards



QUEEN'S CONTESTS



The queen has some new contests for her royal accountants to compete in. Shuffle these new contest cards into their matching groups (red, blue, and yellow) before you select which three contests to use at random.

Contest Name	Contest Description
➤ Most Decree Tiles	Compete to have the most decree tiles at the end of the game.
➤ Most Acacia Cells	Compete to have the most Acacia cells at the end of the game. Both empty and full Acacia cells count.
➤ Fewest Rosemary Cells	Compete to have the fewest Rosemary cells at the end of the game. Both empty and full Rosemary cells count.
➤ Fewest Nectar Clusters	Compete to have the fewest nectar clusters at the end of the game.
➤ Most Alternating Cells in a Straight Line	Compete to have the longest straight line of cells that alternate between empty and full at the end of the game.
➤ Four Empty Cells	Compete to be the quickest to have four empty cells at the same time. Those cells may then later be filled.



SOLO CONTESTS



Can you handle these new contests while dealing with the lazy drones? Shuffle these new contest cards into their matching groups (red, blue, and yellow) before you select which three contests to use at random.

Contest Name	Contest Description
➤ Total Pollen Sold	Score points based on how much pollen you sold during the game. You can track this by placing sold units of pollen (or other tokens) directly on this contest card.
➤ Total Decree Tiles	Score points based on the number of decree tiles in your hive.
➤ Total Acacia Cells	Score points based on the number of Acacia cells in your hive. Both empty and full Acacia cells count.
➤ Total Rosemary Cells	Score points based on the number of Rosemary cells in your hive. Both empty and full Rosemary cells count.
➤ Total Alternating Cells in a Straight Line	Score points based on the number of cells in the longest straight line of cells in your hive that alternate between empty and full.
➤ Total Empty Cell Clusters	Score points based on the number of empty cell clusters in your hive.