Bee First

An Educational Board Game in a Hive

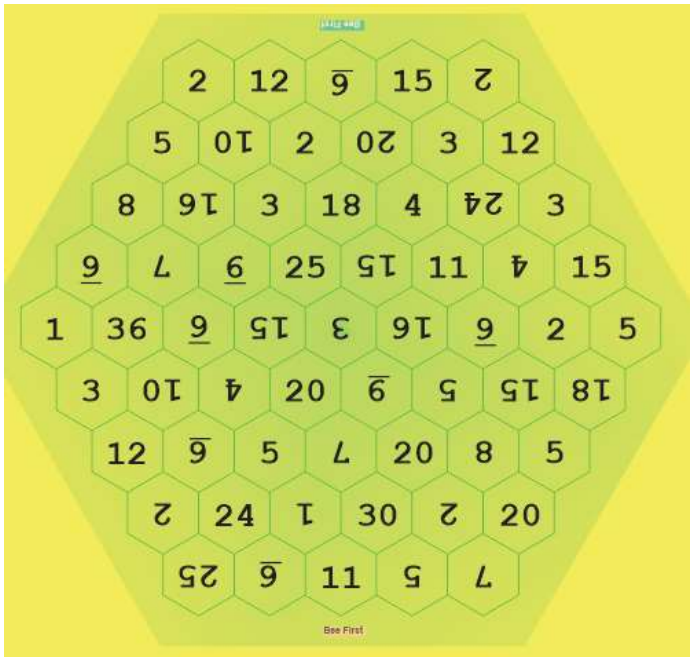
(October 3,, 2021)

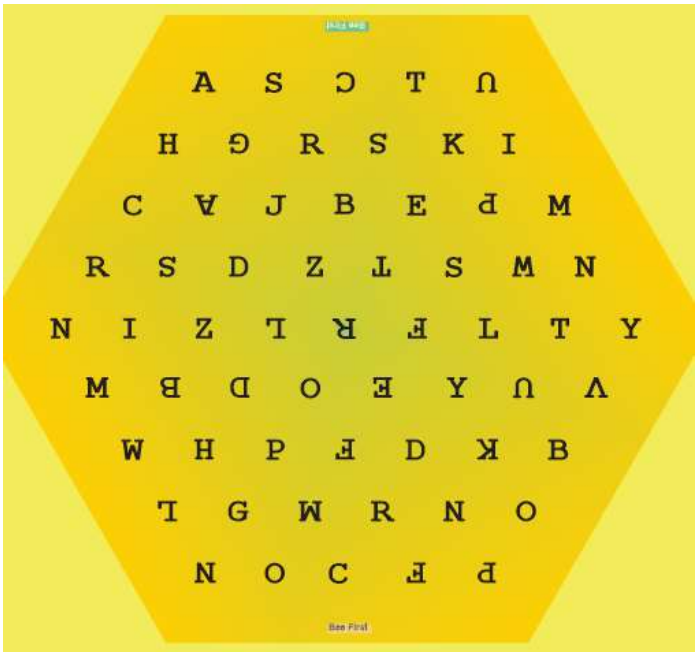
Two games for children in one hive: math and literacy. Worker bees match numbers to equations or call out words to tunnel through the hive from one end to the other. The first player to complete their tunnel wins the game and becomes the "**Mathster of the Hive**".
For two players, aged 6 and older.

LASERCUT COMPONENTS:

- Hexagonal hive-like game board
- 21 yellow bees
- 21 green bees
- 13 two-sided tiles with numbers and letters
- 36 word cards with 216 three-letter words
- 2 dice
- 2 equation “cheat” sheets

Extra bees available for four players.





MATH GAME OVERVIEW:

The object of the math game is to form an unbroken line of bees from one end of the hive to the opposite facing end of the hive.

In placing the bees, you must form equations from the numbers on the two dice rolled and place your bee on one of the numbered locations.

For example, rolling 2 and 6 will yield four answers:

- 3 = 6 / 2
- 4 = 6 - 2
- 8 = 6 + 2
- 12 = 6 x 2

SETUP:

1. Remove the 13 tiles from the board.
2. Shuffle the tiles.
3. Place the math tiles randomly back into the board.
4. Give each player their bees of the same color.

MATH GAME PLAY:

Players take turns placing their bees on the numbered hive locations. On each turn a player will:

1. Roll both dice
2. Determine the answers for the two to four equations that can be formed from the two numbers on the dice.
3. Place their bee on a numbered location that matches one of the answers.

MATH DOUBLES ROLL:

When you roll a double, you can play as above or remove one of your opponent's bees and end your turn. A removal should be strategic such that it disrupts the opponent's path or creates an opening for your bees.

ENDING THE GAME:

The game is over when one player forms a contiguous path from their side to the other side. That player becomes the "Mathster of the Hive"!

NO MORE BEES:

If you run out of bees, you can move any one of your bees to the answer location, but not to an exit or entrance.

WORD GAME OVERVIEW:

The object of the word game is to form an unbroken line of bees from one end of the hive to the opposite facing end of the hive. The bee must be placed on a letter contained within a selected word. Words are selected from cards by die roll.

For example, with this card drawn, if the die roll is 3, the bee must be placed on one of these vacant letters:

"F", "U" or "R".

Note: * means rolling the matching die number allows for removing an opponent's bee, in this example "1".

SETUP:

1. Remove the 13 tiles from the board.
2. Shuffle the tiles.
3. Place the letter tiles randomly into the board.
4. Give each player their bees of the same color.

WORD GAME PLAY:

Players take turns placing their bees on letters in the hive. On each turn a player will:

1. Draw the next word card
2. Roll one die
3. Call out the word matching the die roll
4. Find a letter on the board that is contained within the word
5. Place their bee on that letter.

BEE REMOVAL:

If the word you call out is marked with an “asterisk” (*), you can remove one of your opponent’s bees instead of adding a bee.

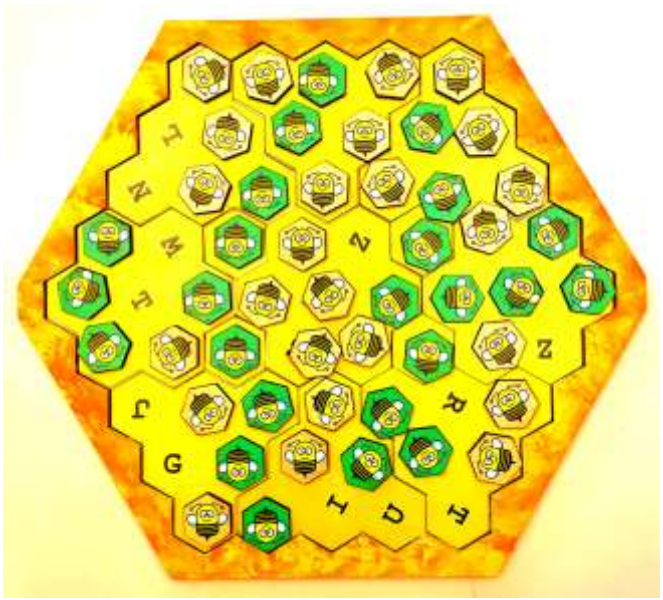
This is useful when your line of bees must strategically cross over that of your opponent.

NO LETTER AVAILABE:

If you cannot find an available letter, roll a different number once to use another word.

EXAMPLE OF WINNING TUNNELS:

Green bees have burrowed their way from one entrance to the other in both games. All bees are contiguous and adjacent.



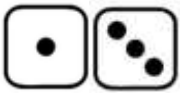
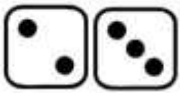
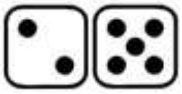
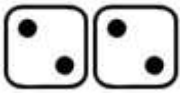
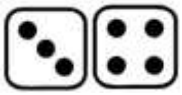
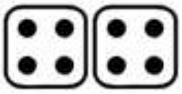
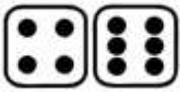
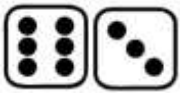
STRATEGIES:

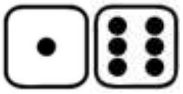
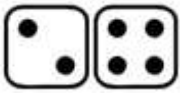
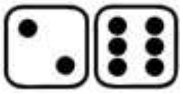
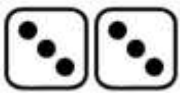
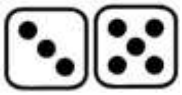
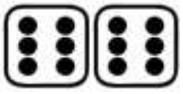
1. At first, scatter your bees before connecting some.
2. Block as many locations at your entrance (which is your opponent's exit).
3. Use double rolls to your advantage.
4. Claim at least one exit location early.
5. Use the rare letter rule.

Please visit www.BRAINY.games for more unique games.

Word Wide Delivery | Word Sleuths | Stackers | Die Tac Toe
Hex-a-Spell |Match'n'Stack | Spelling Bees
FourSight |Elementals |LockDown | WRummy
FourWord Thinkers |Word-Tac-Toe
UnEarthed |Math-Tac-Toe |Wonky Words | Pair Three
| Pair Four | Tetrix | Wordsy Tetrix
Math Rollers | Condowinium
Leaping Letters | Wonky Words
Bet Your Word

Mathematical Equations Formed From Dice Rolls

Dice Rolls	Equations
	1+1=**2** 1÷1=**1**
	1+2=**3** 2-1=**1** 2x1=**2**
	1+3=**4** 3-1=**2** 3x1=**3**
	2+3=**5** 3-2=**1** 2x3=**6**
	2+5=**7** 5-2=**3** 2x5=**10**
	2x2=**4** 2÷2=**1**
	3+4=**7** 4-3=**1** 3x4=**12**
	4x4=**16** 4÷4=**1** 4+4=**8**
	6+4=**10** 6-4=**2** 4x6=**24**
	6-5=**1** 5+6=**11** 6x5=**30**
	6-3=**3** 3+6=**9** 6x3=**18** 6÷3=**2**

Dice Rolls	Equations
	1+4=**5** 4-1=**3** 4x1=**4**
	1+5=**6** 5-1=**4** 5x1=**5**
	1x6=**6** 6-1=**5** 6x1=**6**
	2+4=**6** 4-2=**2** 2x4=**8**
	2+6=**8** 6÷2=**3** 6x2=**12** 6-2=**4**
	3x3=**9** 3÷3=**1** 3+3=**6**
	5-3=**2** 3x5=**15** 5+3=**8**
	4+5=**9** 5-4=**1** 4x5=**20**
	5+5=**10** 5÷5=**1** 5x5=**25**
	6÷6=**1** 6+6=**12** 6x6=**36**