

How to play "Bees Race" (Google Translate Version)

2-4 players (from 6 years)

Components:

36 small dice (6 dice in 6 colors each) as flowers
Six markers in the same colors
1x A4 sheet as a playing field (flower meadow)
1x A4 foil per player
1 wipeable pen (e.g. whiteboard marker) per player in different colors
Pen and paper for scoring

Short description:

It is a tactical skill game in which the players are asked to skillfully paint their bee's path through a flower meadow.

Visit only the good flowers that still have a lot of nectar and do this before the other bees!

Preparation:

Mix all small cubes and spread them evenly on the playing field (A4 sheet), keep a distance of at least half a cube width from each other and from the edge and the starting field.

Each player takes a transparent foil and a pen.

Course of a game round:

Draw two of the markers at random.

The color of the first marker is the double bonus color of the current round.

The color of the second marker is the bonus color of the current round.

Place the two markers clearly visible next to the playing field so that you can see which double and which single bonus color is.

All players draw a continuous snake line on their own foil upon a signal.

This line must start on the starting field of the slide and can be of any length and also cross itself.

The players are only allowed to remove the pen when they are finished with their line.

Painting ends 10 seconds after the penultimate player has completed his line.

Scoring at the end of a round:

Now all foils are carefully placed one on top of the other on the playing field with the cubes.

Using the differently colored foils, each player's path through the dice can now be traced.

As soon as a die is crossed or touched by the line, it is considered to be the die visited by the player.

The player who first completed a line when painting begins with his first visited die.

Depending on the color of the cube in question, the player now gets points:

- Bonus color: the number of eyes on the cube as plus points
- Double bonus color: double the number of eyes on the cube as plus points
- Any other color: the number of dice on the cube as minus points

Then it is the next player's turn (clockwise or regionally also counter-clockwise) and scores his first visited die according to the color rule above.

This is how it goes in turn, with each player scoring their next visited die.

Important! Each die can only give plus points once per round, and only for the player who reaches it first.

Subsequent players who reach a previously visited die in the (double) bonus color will no longer receive points for it and the next player will take his normal turn.

Also important: If a player has already lost more points in a round at any point in the round than won, his round ends immediately and he does not visit any other dice. It is up to the other players to find out ;-)

This is done in turn until all players have scored all the dice they have visited.

If a player has reached the end of his path before the other players, he does not continue to score in this round.

End of game:

The game ends after the 6th round. The player with the most points wins!