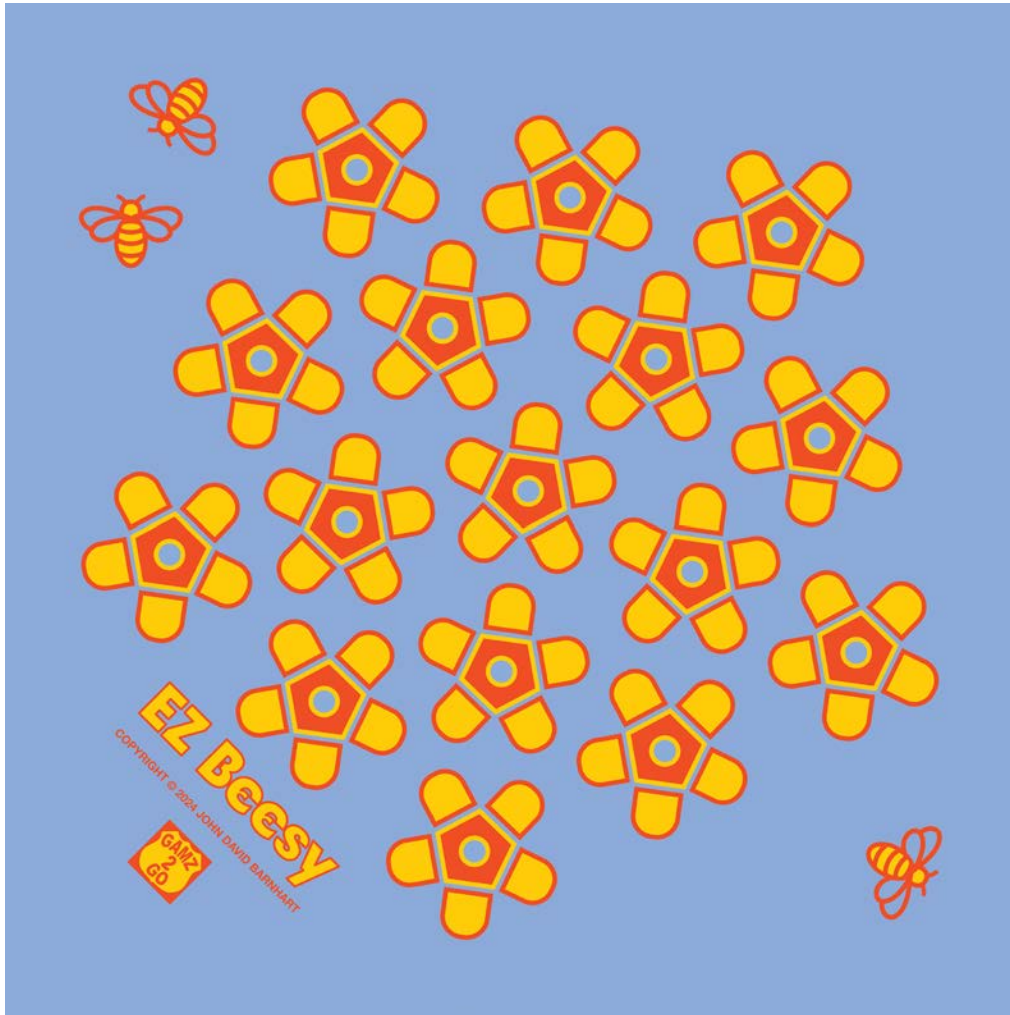


# EZ Beesy

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GAMES FOR AGES 5+



## INCLUDED IN YOUR GAME:

1. Game board silk-screened onto a cotton bandanna
2. Bees: 15 each of four different colors (games call for 13 each color maximum)
3. Glass Gems: 10 gold gems and 10 silver gems
4. 2 Doubloons
5. Velveteen gem bag
6. Velveteen stuff bag to keep everything in for storage and travel
7. These instructions include 4 games; “Bees”, “Flower-Tac-Toe”, “Beetles”, and “Bee Tree”

**WARNING!!**  
**SMALL PARTS CHOKING HAZARD**  
**NOT FOR CHILDREN UNDER AGE 5**

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## THE EZ BEEZY GAME SPACE

This flowery game space has sixteen pentagonal spaces with circles in them– each surrounded by five square spaces. Call each one of these a “flower.” The pentagonal spaces are the “stems,” and the square spaces around each stem are the “petals.” See Figure 1 below.

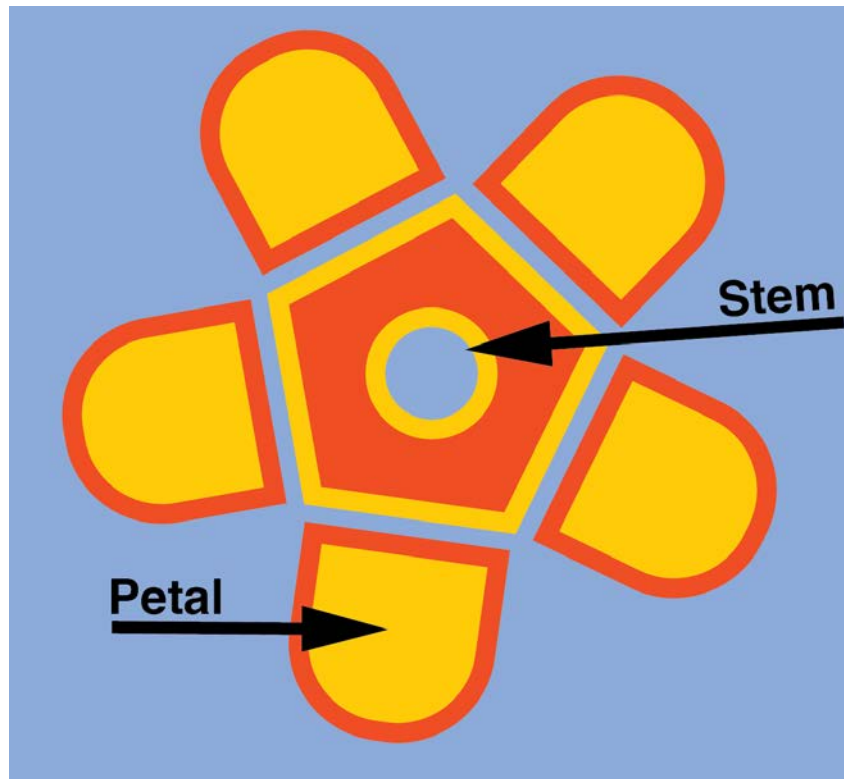


Figure 1. A flower has one stem and five petals.

The sixteen flowers are organized such that there are three-in-a-row from the center flower to each corner flower, and three-in-a-row between corner flowers. There are ten different possible three-in-a-row configurations.

There are four different games you can play on this game space with various play-times and complexity.

The first and simplest is the game “Bees” on page 3.

Then try the game “Flower-Tac-Toe” on page 4.

The next game is “Beetles” on page 6.

The last game is “Bee Tree” on page 7.

When flipping doubloons, refer to the side with the crossed lines as “heads,” the other is “tails.” Doubloon coin flips can also be made using the [Double Doubloon Flipper on the Gamz 2 Go website](#).

Remove the foam backing from the bees before playng.

# Bees

This game is the simplest game. This is a game for 2 - 4 players, ages 5 and up and takes anywhere from 10 to 30 minutes a game– 1 to 3 hours a set. Play 3 to 5 games for a set.

Young players may need to have someone older read the rules and explain the game. If flipping doubloons onto a surface– they could cause nicks in wood tables or floors. You can use the [Double Doubloon Flipper page on the Gamz 2 Go website](#).

## GOAL

Be first to get 5 of your bees on all the petals around a stem. See Figure 2. Once you win game, add a point to your score, then clear the game board and play again. The player with the most points after 5 games is the winner.

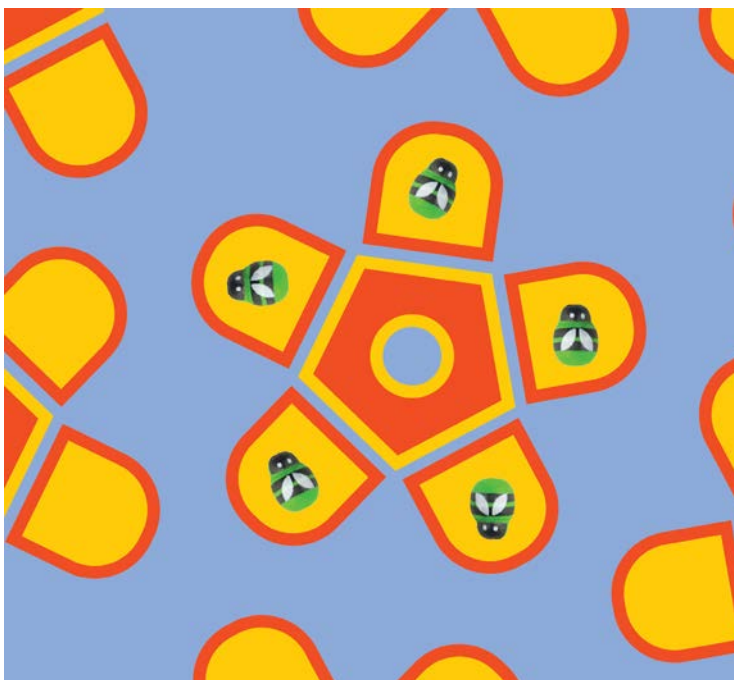


Figure 2. Green bees on all the petals of a flower.

## TO PLAY

Each player gets a hive of 10 bees of one color, different from the other players. Alternate turns. On your turn, flip the two doubloons and remember the order of heads or tails. There are two different types of moves; heads-flip moves and tails-flip moves. You must move if you can, if not skip the move. Also see “Using Stymie Bees” on page 8. Moves are in the same order as your doubloon flips.

A heads-flip move is to move one of your bees onto a stem. You can choose any stem with no bees on it. You can only put bees from your hive onto the game board with a head-flip move.

A tails-flip move is to move a bee from a stem to a petal next to it. See Figure 3. You can also push an opponent's bee off of a petal and back to their hive this way. You can also move your own bee off of a petal and back to your hive with a tails-flip move.

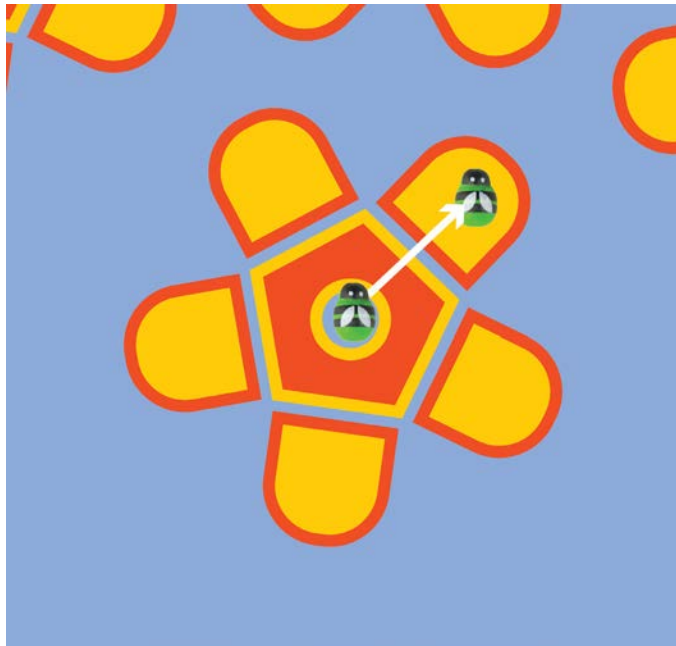


Figure 3. Move from a stem to a petal on a tails-flip move.

You may wish to use the “Starting Rule” on page 7 and “Using Stymie Bees” on page 8.

## Flower-Tac-Toe

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This game begins like the game “Bees” above, but adds another level of strategy. This game is for 2 players ages 8+, and takes about 60 - 90 minutes to play. Start with 12 bees and 10 gems for each player. One player gets silver gems, the other gold gems. Each player has their own color of bees.

### GOAL

Similar to the game “Bees,” you try to get your bees on all the petals of a flower. But in this game once you do that, you place one of your gems on the stem of the flower and return your bees back to your hive. The object of this game is to get 3 gems in a row first. See Figure 4.

### TO PLAY

Alternate turns flipping the two doubloons and making the heads-flip moves and tails-flip moves in the order flipped if possible. For times when you are unable to move you may use stymie bees— see “Using Stymie Bees” on page 8.

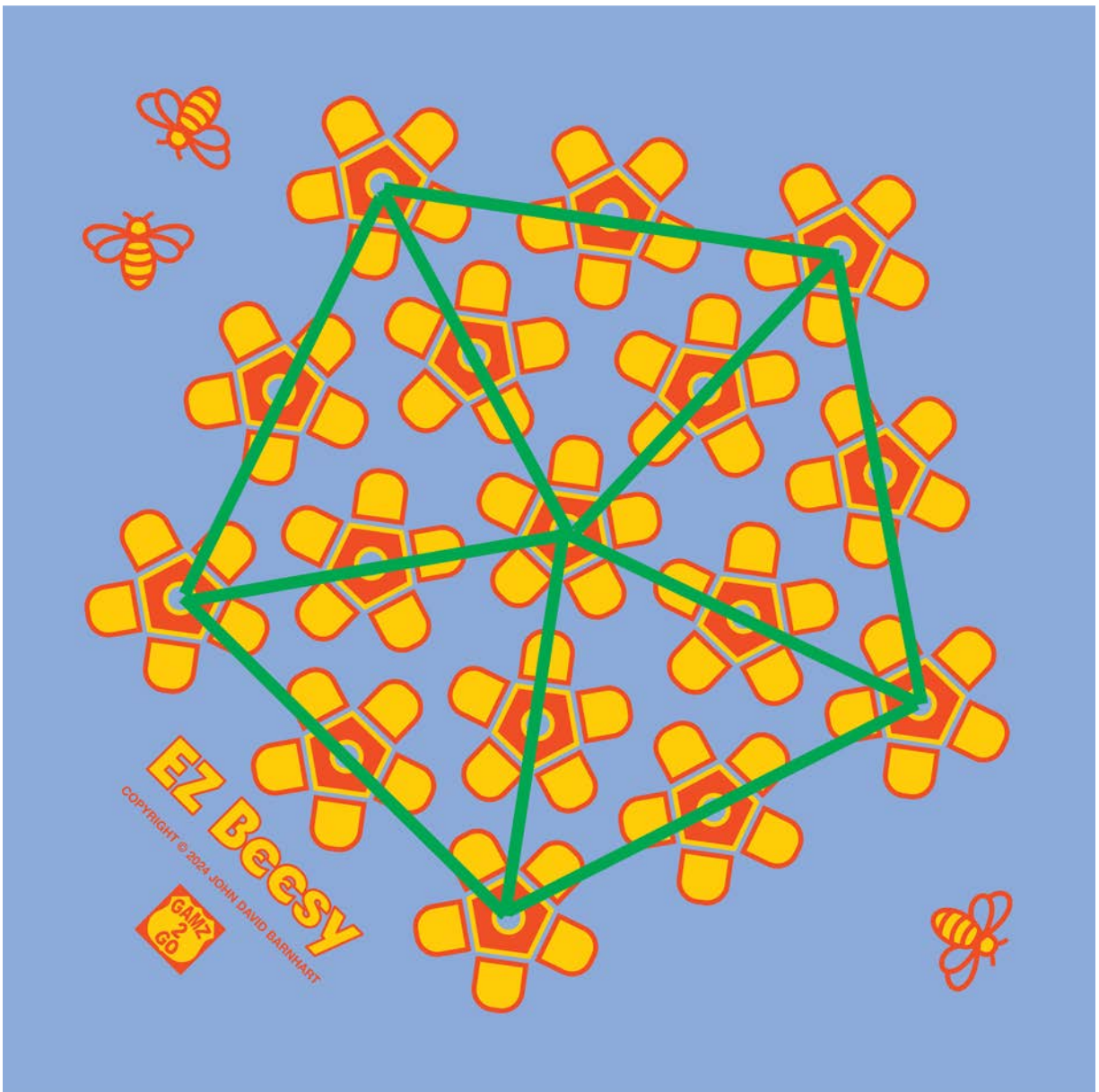


Figure 4. Green lines show all ten possible three-in-a-row configurations.

Heads-flip moves: you introduce a bee onto the game board on any unoccupied stem.

Tails-flip moves: you move one of your bees from a stem to a petal. In doing so you may push your opponent's bee off that petal if there is one. Bees go back into your opponent's hive to be replayed. You may also move one of your bees from a petal back to your bee hive to be replayed.

Once you get a completed ring of bees on a flower, immediately place one of your gems on the stem of that flower and return the 5 bees back to your hive to replay. If you have a flip left to play, you play it. Once you get three gems in a row you win.

You may also use the alternate "Starting Rule" on page 7.

# Beetles

This 2-player game uses 10 gems and 12 bees each. One player gets gold gems, the other silver gems. Each player chooses a color of bees. This game is for ages 7+. It takes about 30 minutes a game. A series can take 2 to 4 hours.

Call the gems “beetles,” and the bees “eggs.”

## GOAL

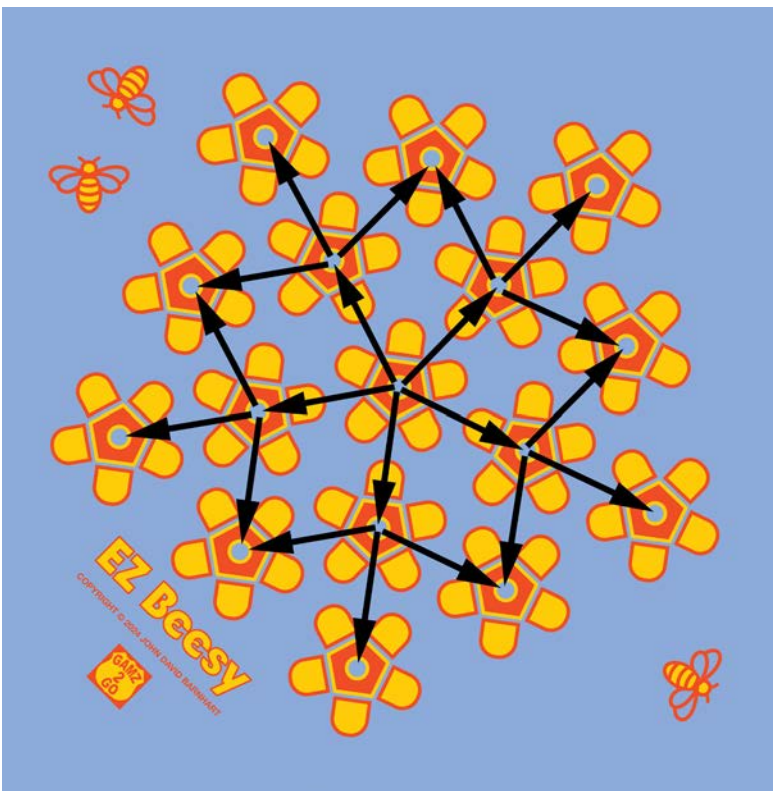
Form a “nest” of 5 eggs on the petals around a stem. Different stems are worth different points. Play a series of games for the highest number of points. Point values for flower nests are below:

Center flower–	1 point
The 5 flowers around the center–	2 points
The 5 outside-edge flowers–	3 points
The 5 outside-corner flowers–	4 points

## TO PLAY

Alternate turns flipping the 2 doubloons. Moves are made in the order flipped. Heads-flip moves are for beetles, and tail-flip moves are for eggs.

Figure 5. Heads-flip moves starting from the center flower are in black arrows.



On a heads-flip move you move a beetle onto the stem of the center flower. Beetles push other beetles down to other flower stems and off the game board. The possible paths for beetles are shown with black arrows in Figure 5. Once a beetle reaches an outer flower, the next push sends it back to the pile to be played again.

On a tails-flip move you place an egg on a petal surrounding one of your beetles. You may replace an opponent’s egg with your own, and send it back to your opponent’s egg pile.

Also use “Alternate Rules” on page 7.

# Bee Tree

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This game is a mix of the games “Bees” and “Beetles.” The bees, move onto and through the game board like the gems in the game Beetles. This is a game for 2 - 4 players ages 7+. This game takes about 20 - 30 minutes a game, 2 - 3 hours for a series.

## GOAL

Form a ring of 5 bees on the petals of a flower. See Figure 2 on page 3.

Bee rings have different values based on which flower they are in. The values are the same as “nest” values in the game “Beetles.” See under “GOAL” on page 6.

Once you get a bee ring, score the ring, clear the board and begin again. Play a series of 5 games for high score.

## TO PLAY

Each player starts with 12 bees of one color, different from the other players. Alternate turns flipping the doubloons and making the prescribed moves each turn, if you can. If you cannot move, skip the move. Also see “Using Stymie Bees” on page 8. Moves are either heads-flip moves or tails-flip moves.

On a heads-flip move put a bee onto the stem of the center flower. Move any bee there to a flower as guided by the arrows in Figure 5 page 6. Continue to move bees down in this way. If the bee is on an outer flower, it gets pushed off– and it goes back into the player’s bee hive to be played again. Heads-flip moves are only between stems, and do not involve petals.

On a tails-flip move you move a bee from a stem to a petal. See Figure 1 page 2. If there is an opponent’s bee there, it gets pushed off the game board back to the player’s hive to be played again. You may also use rules from “Alternate Rules” below..

# Alternate Rules

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## STARTING RULE

At the beginning of any of these games, allow each player to make 2 heads-flip moves before you begin flipping for heads/tails moves. Whoever goes first makes a head flip move, then the next player, and so forth. Then repeat the process. Then begin using the two doubloons to determine moves, or use the [Double Doubloon Flipper on the Gamz 2 Go website](#).

## USING STYMIE BEES

Sometimes heads or tails flips leave a player unable to make a move (commonly known as a “stymie”). This rule gives you a free turn on your third stymie. The three-stymie rule uses an extra bee for each player as a marker bee. Keep the marker bees in the corner of the game board with the “Gamz 2 Go” logo on it. Call the marker bees “stymie bees.” See number 1 on Figure 6. We recommend using stymie bees.

The first time you are unable to move, you move your stymie bee next to the single bee. See number 2 on Figure 6 below.

The second time you are stymied, move your stymie bee to the corner with the two bees on it. See number 3 on Figure 6.

The third time you are stymied, you may make two moves of your choosing– heads or tails, in the order you chose. Then return your stymie bee back to the starting corner. See number 1 on Figure 6.

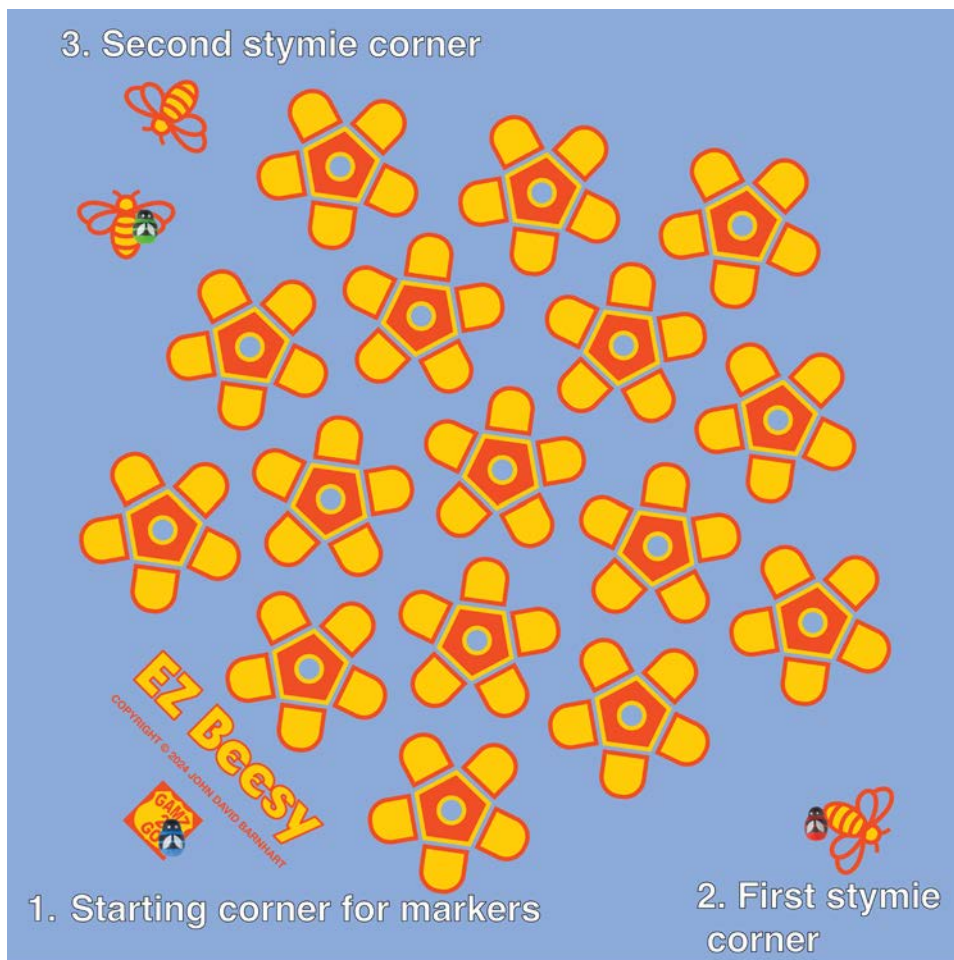


Figure 6. A blue bee in the starting corner, a red bee in the first stymie corner with one bee, and a green bee in the second stymie corner with two bees.