

# "HONEY IS DOPE!" HEISENBEAR



2-5 players  
 7+  
 20-30 min



## GAME OVERVIEW

In Bears&Bees, each player's aim is to gain 5 swarm tokens by playing 1 card each round and trying to predict the other players' actions and benefit from them.

## GAMEPLAY

Each round the players simultaneously play cards in front of themselves and then resolve their effects in ascending order. Depending on the card type, they may gain **honey tokens**, **more cards** or a **swarm token**.

### COLLECTING HONEY

Main effect – Gain honey!



#### Conditional effects

Gain **3 additional honey** if the player to your left has played a swarm or a research card!



### UNDERTAKING RESEARCH

Main effect – Gain cards!



#### Conditional effects

Guessed what the players to your right and left were going to play?

**Draw 1 card for each correct guess.**  
In addition, make them take 1 honey token according to the effect below.

### ATTRACTING BEES



## KEY SELLING POINTS

- Easy to learn, fun and fast-paced mind party game
- Perfect balance of strategy and luck
- Catchy reference to the Breaking Bad series
- Family-oriented alternate cover teasing cute card artwork



max (🍯 + 🐻) → 🐝

The swarm card played? Whoever has the most honey (including exp) at the end of the round, gets 1 swarm token.



5 🐝 = victory



**Game Designers:** Yuri Yamschikov, Anastasia Skachkova, Viktor Skachkov  
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## PRACTICAL INFO

### CONTENTS

104 large cards, 35 wooden honey markers, 25 swarm tokens, 26 experience tokens, rules of play

🗨️ Language independent

**RIGHTS:** 🌐

except 🇷🇺 🇩🇪 🇮🇹

**RELEASE:** available

### BOX

**Size:** 235×157×47 mm

**Weight:** 0,495 kg

**MOQ:** 1000

**MSRP:** €19.90 / \$22.50

