APIARY

COMPLETE APPENDIX & EXPANDING THE HIVE RULEBOOK



INITIAL SETUP

Perform the following steps to integrate this expansion into the core game:

- Permanently replace all 15 frames with the updated frames.
- Permanently replace the Arti and Cecro faction tiles with their updated versions.
- Permanently replace the Engineer and Pharmacist recruit tiles with their updated versions.
- Permanently replace the Appendix with this updated version.
- If you have a first-printing copy of Apiary (with #/25,000 printed on the front of the box), permanently replace this explore token ( ) with the updated version ( ). If you have a later printing of Apiary, ignore this replacement component.
- Add all other components contained in this expansion to their respective component stacks. All those components (except the tokens) are marked with this icon: E.
  - 7 hive mats
  - 4 farm tiles, 3 carving tiles, 4 recruit tiles, and 5 development tiles
  - 1 faction tile (Cedoni)
  - 4 explore tokens
  - 15 seed cards
  - 3 dance tiles and 6 dance tokens

APIARY AUTOMA (SOLITAIRE RULES FOR APIARY):

- All components from this expansion are compatible with Apiary Automa.
- Whenever Automa takes the Grow action, add the following rule:

  Remove the top from each stack of the display. Place each removed under its stack.

  See "Frames" on page 2 for more details.

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RULES & SETUP CHANGES

STARTING TILES

In the original rulebook, the terminology used to indicate the 3-hex faction tile led to some confusion about adjacency benefits (which are intended to only look at the hex with the faction ability, not all 3 hexes). For that reason we have renamed these "starting tiles", which are composed of 1 faction hex and 2 resource storage hexes.

FRAMES



During setup, shuffle and place the frames into 2 approximately equal face-up stacks. Whenever you acquire a frame, you may choose to acquire either face-up frame. If you take more than 1 frame in a turn, select them 1 at a time (take the top frame from 1 stack, then you may choose either of the 2 face-up frames for your second selection, and so forth). If a stack ever runs out, do not refill it. In that case, for the remainder of the game, there will be only 1 face-up frame. (Before taking an action, you may peek at unrevealed frames. If you do, leave all frames in their current order; do not shuffle them.)

Each frame has 1 or more build bonuses on it. Gain the depicted bonus whenever you build a tile on a marked hex on 1 of your frames. All frames are worth 8 if filled at the end of the game. The build bonuses on each frame are outlined in this Appendix.

EXPLORE TOKENS

During step 3 of setup, randomly place 1 face-up explore token ( ) on each planet spot in the planet grid (per normal setup). Instead of returning excess to the box, place them all in a face-down pile next to the planet grid.

Any time you have an ability that lets you gain an without a location restriction, you may either select a face-up from an unexplored planet spot or a take a face-down from the pile.

- If you select an from an unexplored planet spot, place a planet tile face-up onto the space, but do not place or gain resources on the planet (this isn't an Explore action).
- If you select an from the pile, flip the token over and gain the revealed benefit. As with any benefit, you may choose to decline it.

In either case, place the on your docking mat (per usual). Note that the pile of is not considered to be adjacent to any planet for purposes of the Navigator ability.

DANCE TILES AND TOKENS

This expansion includes several new dance tiles. These new dance tiles provide their teacher with victory points ( ) instead of Queen's Favor ( ) when used by an opponent.

Two of the new dance tokens, **Refinement** and **Success**, provide you with a choice when using the applicable dance. Each time you use a dance with 1 of these tiles, you may choose either available item printed on the tile. If you use the same dance multiple times in a turn, you may alternate which resource is spent or gained as desired.

In addition, the Discovery dance token lets you gain or spend explore tokens. If Discovery is on the left-hand side of a conversion, discard an explore token from your docking mat to pay that cost. If Discovery is on the right-hand side of a conversion, gain an explore token—either a face-up token from on the planet grid or a face-down token from the explore token pile near the planet grid.

OFFICIAL SEED CARD VARIANT

If players so choose, they may play with the official **seed card variant**, which can be found on page 14.

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HIVE MATS

THE AZ: Four marked hexes on this hive mat allow you to reserve 1 face-up tile of a specific type into your private reserve. You may build these tiles by taking an appropriate action (e.g., by placing a worker on the appropriate Advance or Carve action). One additional marked hex provides 1 and 1 of your choice when covered. One marked hex provides 2 when covered. A final marked hex provides 2 Queen's Favor ( ) when covered. (Resource bonuses are not storage spots and cannot hold gained resources.)

THE GUM: When covered, four marked hexes allow you to pay any 1 of your choice to gain 1 . One additional marked hex allows you to immediately plant one from your hand when it is covered.

THE HEXAGON: Three hexes on this hive mat are blank and do not provide a build bonus. Three marked hexes allow you to take 1 carving ( ) at random from the box and add it to your private reserve. When you have filled all six of these hexes, you may immediately either build any 1 from your private reserve into the center space for free or gain 2 . After you have chosen 1 of these options, discard all remaining s from your private reserve back to the box (regardless of how you obtained these s). Note that this ability may only be activated once per game.

THE LANGSTROTH: This hive has four marked hexes that each offer a build bonus discount for a specific tile type. If you build a matching tile on a marked hex, you may purchase that tile with the indicated resource discount. You must still perform an action with a worker of the appropriate strength to acquire the tile (or use a seed card), and all other build rules still apply. Building costs cannot fall below 0 (i.e., you cannot gain resources from negative building costs).

THE LAYENS: Four marked hexes provide basic resources when covered. Three additional marked hexes allow you to take Convert actions. One marked hex allows you to perform 3 Convert actions, one marked hex allows you to perform 2 Convert actions, and one marked hex allows you to perform 1 Convert action. When performing these conversions, you may freely choose among all available Convert actions, including any dances that have been taught. If another player taught the used dance, they gain the reward printed below their cube. Do not place a worker to perform these conversions. (Resource bonuses are not storage spots and cannot hold gained resources.)

THE LOG: This hive has four marked hexes that each offer a build bonus of a free worker. If you build on a marked hex and have fewer than four active workers, gain a strength-1 worker and place it in your active pool. If you already have four active workers when you build on a marked hex, you forfeit the build bonus. Additionally, this hive has three hexes with build bonuses that provide resources (these bonuses are not storage spots and cannot hold gained resources).

THE NATIONAL: Two marked hexes provide resources when covered. Two additional marked hexes allow you to collect 1 farm income from your hive when they are covered with a tile. If you place a farm onto 1 of these spaces, you may immediately activate its income, or you may activate the income on any other farm in your hive. The final marked hex allows you to retrieve all your workers from the board and your landing area. All workers age and collect income per usual. (Resource bonuses are not storage spots and cannot hold gained resources.)

THE POPPLETON: This hive has a marked hex that offers a build bonus of building a development ( ). If you build on the marked hex (the space that states "When you build here, build to the right for free"), you may build a tile on the indicated adjacent space for free. If you build on the marked hex, you must select and build the tile immediately. You may select any face-up tile on the Advance action (ignoring strength requirements) or in your reserve. Additionally, this hive has three hexes with build bonuses that provide and two that provide 1.

THE SKEP: This hive has marked hexes with build bonuses that provide resources (these bonuses are not storage spots and cannot hold gained resources).

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THE SMITH: When covered, three marked hexes allow you to pay any 1 of your choice to gain 1 . One marked hex allows you to pay 1 to gain 1 . Two marked hexes allow you to pay 1 to obtain 5.

THE TOP BAR: This hive mat has four marked hexes that provide 1 when covered. One hex provides 1 of your choice when covered. In addition, two hexes provide free frames ( ) when covered. When you build a tile on 1 of these 2 marked spaces, select 1 from a face-up stack and build it for free. The that you build must share at least 1 side with the space that gave you the free build ability. (Resource bonuses are not storage spots and cannot hold gained resources.)

THE WARRE: This hive has marked hexes with build bonuses that provide resources, , or . (Resource bonuses are not storage spots and cannot hold gained resources.)

FRAMES

1	Each marked hex provides 1 resource (, , or) when covered.
2	Three marked hexes provide 1 of your choice when covered.
3	One marked hex provides 1 when covered.
4	One marked hex provides 1 when covered. A second marked hex provides 1 of your choice when covered.
5	One marked hex provides 1 when covered. A second marked hex provides 1 of your choice when covered.
6	One marked hex provides 1 when covered. A second marked hex provides when covered.
7	Three marked hexes provide when covered. One marked hex provides when covered.
8	Two marked hexes provide a free strength-1 worker (if available) when covered.
9	One marked hex allows you to plant 1 when covered.
10	Four marked hexes allow you to pay 1 of your choice to gain 1 when covered.
11	Two marked hexes allow you to gain 1 when covered. One marked hex provides 1 of your choice when covered.
12	One marked hex allows you to discard 2 from your docking mat to gain 1 when covered. One marked hex allows you to discard 1 from your docking mat to gain 1 when covered.
13	Two marked hexes allow you to pay 1 of your choice to gain 1 when covered. One marked hex allows you to pay 1 of your choice to gain 1 when covered.
14	One marked hex allows you to discard 1 from your docking mat to gain 1 when covered. One marked hex allows you to discard 1 from your docking mat to gain 3 when covered. One marked hex allows you to discard 1 from your docking mat to gain when covered.
15	Two marked hexes provide 2 when covered.

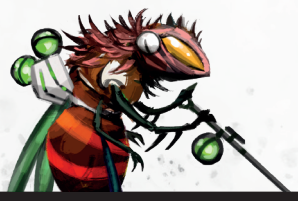
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FACTIONS

Each faction's starting resources are indicated by green circles on the resource spots. Place a matching resource token only on the highlighted icons during setup. Do not simply place a token on every resource spot. If there are two highlighted resources inside a green circle, choose one to gain.

All starting resources are also specified in the faction descriptions below.

		UPGRADED
BEGINNER **ANA**	Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). **ENDGAME:** Gain 2 for each that is adjacent to the Ana tile.	**ENDGAME**: Gain 3 for each that is adjacent to the Ana tile. Note that this ability replaces the original ability (they are not additive).
ARTI (E UPDATED)	Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Whenever you place a strength-3 worker, you may pay 2 of your choice to treat that worker as if it were a strength-4 worker for all purposes (including taking any corresponding bonus associated with playing a strength-4 worker). Do not change the strength of the worker. Note that you may use this ability if your worker is a different strength but is acting as a strength-3 worker for this action (e.g. through use of seed card 2 or 6).	Whenever you place a strength-3 worker, you may pay 1 of your choice to treat that worker as if it were a strength-4 worker for all purposes. If you do, also gain 1.
CAPEN	Start with 1 , 1 , 1 , 1 , and 3 workers (strengths 2, 1, 1). Once per worker placement, if you bump an **opponent's** worker, you may convert 1 basic resource (, ,) into any other basic resource. Note that the opponent's worker does not need to return home to take advantage of this ability; for example, if their worker is moved from the first to the second Explore space, you still may convert 1 resource. (If two workers from the same or different opponents are bumped with a single placement, you still only get one bonus.)	Once per worker placement, if you bump an **opponent's** worker, you may gain any 1 basic resource or convert 1 basic resource into another.
CARPA	Start with 2 and/or , 2 , 2 and/or , and 4 workers (all strength 1). Carpa has no special power but starts with a lot of stuff!	**ENDGAME:** Gain 5.



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		UPGRADED
CASI	Start with 2 and 2 workers (strengths 2 and 1). At any time, you may convert 1 into any 3 of your choice. You may do this any number of times in a turn and do not need to take an action to do so.	At any time, you may convert 1 into 3 of your choice. In addition, during endgame scoring, gain 2 for each in your hive.
CECRO (E UPDATED)	Start with 1 and 2 workers (strengths 2 and 1). At the start of the game, add 1 face-up to your hive at no cost.	Add 1 face-up to your hive at no cost. **ENDGAME:** Gain 1 for each in your hive.
E CEDONI	Start with 1 , 1 , and 2 workers (strengths 2 and 1). For the first 4 frames you acquire, immediately activate 1 build bonus on each frame.	For the first 4 frames you acquire, immediately activate up to 2 separate build bonuses on each frame. Frames added before upgrading are included in the 4-frame quantity but are not activated again when this faction is upgraded. On upgrade, immediately build 2 frames for free.
BEGINNER **CYPRI**	Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain 4 for each that is adjacent to the Cypri tile.	**ENDGAME:** Gain 6 for each that is adjacent to the Cypri tile. Note that this ability replaces the original ability (they are not additive).
IBER	Start with 1 , 1 , 1 , and 3 workers (strengths 2, 1, 1). At the start of each of your turns, you may recall 1 worker (placing it in your active pool). If you do this, increase its strength once and do not collect income. Then immediately take a turn with this worker or another worker from your active worker pool.	You may recall 1 worker at the start of each of your turns (increase its strength once; if it was a strength-4 worker, it hibernates). If the worker returns to your active pool, you may pay 1 resource of your choice to collect income from one of your .
JEMIT	Start with 1 and 2 workers (both strength 2). Whenever one of your workers hibernates, gain 2 or 1 (choose immediately).	Whenever one of your workers hibernates, gain 2 AND 1 .
BEGINNER **LAMA**	Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain 1 for every tile you build in your hive (, , , and). Do not count your 3 starting tiles.	When you upgrade Lama, immediately gain 1 or 1 , drawn from the stack. Choose a stack and draw a tile; you may immediately add it to your hive at no cost. (If you choose not to add the tile to your hive, discard it.) **ENDGAME:** Gain 1 for every tile you build in your hive (, , , and).

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			UPGRADED
	LIGU	Start with 3 workers (strengths 2, 1, 1), but no resources. Double the effect of any ⚡ placed adjacent to the Ligu tile. Do not double the ⬡ printed on those tiles. To resolve the doubling effect, pretend as if the tile were placed twice, on two sequential turns.	In addition to doubling the effect of all ⚡ played adjacent to the Ligu tile, at the end of the game double the ⬡ on all ⚡ adjacent to the Ligu tile (regardless of whether they were placed before or after the upgrade took place.)
	NICA	Start with 2 🪵, 1 ✱, 3 💧, and 3 workers (strengths 2, 1, 1). At any time, you may convert 3 ◔ into 1 🛡 without taking an action. You may do this any number of times in a turn.	At any time, without taking an action, you may convert 2 ◔ into 1 🛡.
	OREA	Start with 1 🪵, 1 ✱, 2 💧, and 2 workers (strengths 2 and 1). Whenever you acquire your 4th active worker, gain 3 ◔ of your choice. Choose these resources immediately. If one of your workers hibernates and you later gain your 4th worker again, you receive this bonus again. (Note that you receive this bonus regardless of the location of your workers—on the board or on your docking mat.)	Whenever you acquire your 4th active worker, either gain 3 ◔ of your choice (chosen immediately) or ⬡3.
BEGINNER	**POMON**	Start with 1 🪵, 1 💧, and 3 workers (strengths 2, 1, 1). Gain ⬡2 for each 🍃 that is adjacent to the Pomon tile.	**ENDGAME:** Gain ⬡3 for each 🍃 that is adjacent to the Pomon tile. Note that this ability replaces the original ability (they are not additive).
	RIA	Start with 1 🪵, 1 ✱, 1 💧, and 3 workers (strengths 2, 1, 1). Whenever one of your workers is bumped by the placement of an opponent, both you and that player gain one advancement on the 👑 track. Note that you gain this benefit any time your worker is bumped by another player; for example, if your worker is bumped from the first to the second Explore space, both players would gain one advancement on the 👑 track. If your worker is then indirectly bumped off the second space by another player, you and the player placing their worker would also gain an advancement. If two of your workers are bumped during a single placement by an opponent, this ability would trigger twice.	If one of your workers is bumped by **an opponent,** both you and that player gain two advancements on the 👑 track.

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		UPGRADED
SAHA	Start with 2, 1, and 3 workers (strengths 2, 1, 1). Whenever you retrieve, collect one additional income. You may not collect twice on the same unless you have an ability that specifies otherwise. Note that tiles and cards that use the word "retrieve" trigger this ability, whereas those that specify only "collect income" do not.	Whenever you retrieve, you may either collect one additional income (subject to the rules described at left), or you may gain 2.
SIME	Start with 1, 1, and 2 workers (strengths 2 and 1). At the start of the game, draw 3 (from the stack) and add them to your hand.	When you upgrade Sime, draw 2 additional immediately and add them to your hand.
BEGINNER **SINI**	Start with 1, 1, and 3 workers (strengths 2, 1, 1). Gain 3 for each that is adjacent to the Sini tile.	**ENDGAME:** Gain 4 for each that is adjacent to the Sini tile. Note that this ability replaces the original ability (they are not additive).
VISAH	At the start of the game, draw 3 and 3 from the tile stacks. Put these tiles face up near your hive (this is called your reserve). At any time when you perform an Advance or Carve action, you may build these tiles instead of the tiles on the board (note that you may place any value worker to build a from your reserve but must still place a strength-4 worker to build a). You are the only player who may build these tiles. After you draw your tiles, take 2 and/or . Start with 2 workers (strengths 2 and 1).	When you upgrade Visah, you may immediately build 1 or 1 from your reserve without taking an action. If you build a , do so with a discount of 2 . If you build a , do so with a discount of 1 .
UTEL	Start with 1 and 3 workers (strengths 2, 1, 1). Whenever you Explore a planet, gain one additional of your choice, regardless of whether the explored planet provides that type of resource.	Whenever you Explore a planet, gain two additional of your choice.



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SEED CARDS

#	ONE-TIME BENEFIT	ENDGAME SCORING
1	Collect one resource token from the supply for each resource shown on any explored planet. Include both printed resources and placed resources.	Gain 3 for each ⬡⬡ in your hive.
2	The worker you place this turn acts as if it has +2 strength. Do not alter the worker. If the new value of your worker is 4 or higher, you may take any bonus associated with playing a strength-4 worker.	Gain 3 for each ⬡⬡ in your hive.
3	Pay 1 to move the QueenShip 1 space, then perform an Explore action on that location.	Gain 7 if you have no ⬡⬡ in your hive.
4	Teach 1 dance if you haven't yet taught a dance, then you may use its conversion once.	Gain 7 if you have no ⬡⬡ in your hive.
5	Permanently increase or decrease the strength of 1 of your workers by 1.	Gain 5 if all spaces on your hive mat have been filled with tiles. This is in addition to the base 8 you earn from filling your hive mat.
6	The worker you place this turn acts as if it has +2 strength. Do not alter the worker. If the new value of your worker is 4 or higher, you may take any bonus associated with playing a strength-4 worker.	Gain 5 if all spaces on your hive mat have been filled with tiles. This is in addition to the base 8 you earn from filling your hive mat.
7	Discard any tile (, , , or) from your hive to gain 3. Discard any resources you are no longer able to store (you may advance up the track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them.	Gain 2 for each hibernating worker you have, measured by the number of you have in the Hibernation Comb at the end of the game.
8	Retrieve 1 worker from the board or from your landing area. Do not increase the worker's strength and do not collect income.	Gain 2 for each hibernating worker you have, measured by the number of you have in the Hibernation Comb at the end of the game.
9	Advance 3 spots on the track.	Gain 2 for each you have not used.
10	Discard any tile from your hive to gain 3. Discard any resources you are no longer able to store (you may advance up the track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them.	Gain 2 for each you have not used.

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#	ONE-TIME BENEFIT	ENDGAME SCORING
11	Pay 3 to gain any face-up and build it in your hive without taking an action. Do not pay the normal tile cost.	Gain 2 for each active worker you have at the end of the game.
12	Pay 3 to gain any face-up and build it in your hive without taking an action. Do not pay the normal tile cost.	Gain 2 for each active worker you have at the end of the game.
13	Pay 1 to play this card, then plant a different from your hand into your hive mat.	Gain 1 for each in your hive.
14	Pay 1 to gain one strength-1 worker. You may not exceed 4 active workers.	Gain 1 for each in your hive.
15	Advance 2 spots on the track.	Gain 2 for each in your hive.
16	Clear the face-up from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1 or 1 .	Gain 2 for each in your hive.
17	Convert any 3 into 1 .	Gain 2 for each in your hive.
18	Permanently increase or decrease the strength of one of your workers by 1.	Gain 2 for each in your hive.
19	Play this card. Then swap a from your hand with one that you have planted in your hive mat. The previously planted card is returned to your hand.	Gain 3 for each in your hive.
20	Convert any 2 into 1 .	Gain 3 for each in your hive.
21	Move 1 of your from one hibernation comb space into any unoccupied space. Gain the benefit associated with the new space.	Gain 4 for each set of , , , and in your hive. These tiles do not need to be adjacent to each other.
22	Gain any from the board. Place a face-up planet onto the space from which the was removed, but do not explore it.	Gain 4 for each set of , , , and in your hive. These tiles do not need to be adjacent to each other.
23	Without taking an action, pay any 3 to gain 1 .	Gain 6 if you reach space 15 or higher on the track. This is in addition to the base you earn from your location on the track.
24	Retrieve 1 worker from the board or from your landing area. Do not increase the worker's strength and do not collect income.	Gain 6 if you reach space 15 or higher on the track. This is in addition to the base you earn from your location on the track.

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#	ONE-TIME BENEFIT	ENDGAME SCORING
25	Take any 3 resource tokens located on one or more planet(s) and add them to your supply. Then take 2 basic resource tokens from your supply and place them onto any empty outlines of any planet(s).	Gain 7 if you end the game on space 7 (or lower) on the track. This is in addition to the base you earn from your location on the track.
26	Pay 1 to gain one strength-1 worker. You may not exceed 4 active workers.	Gain 7 if you end the game on space 7 (or lower) on the track. This is in addition to the base you earn from your location on the track.
27	Pay 1 to place a second worker during your turn. Do not refill any tile slots until your second worker placement is resolved.	Gain 2 for each that you have planted for scoring (including this one).
28	The worker you place this turn acts as if it is a strength-4 worker. Do not alter the worker.	Gain 2 for each that you have planted for scoring (including this one).
29	Without taking an action, pay the specified resources to gain 1 or 1 .	Gain 7 if this is your only planted . You may discard other planted (do not gain for them) to score this card.
30	Take 1 face-up , , or and add it to a reserve near your hive mat. You may later build the tile by taking the appropriate Advance action with any strength worker. No one else may build this tile.	Gain 7 if this is your only planted . You may discard other planted (do not gain for them) to score this card.
31	Discard 1 of your planted from your hive mat to gain 5.	Gain 5 if your faction has been upgraded (by flipping the tile).
32	Draw equal to the number of players. Keep 1 card and pass the remaining cards clockwise. The next player selects a card and passes the remaining cards clockwise (etc.).	Gain 2 for each in your hive.
33	Pay 1 and 1 to gain any face-up and build it in your hive without taking an action. Do not pay the normal tile cost.	Gain 2 for each in your hive.
34	Exchange 1 in your hive with 1 face-up on the board. If you uncover and re-cover a bonus on your hive mat, do not collect the bonus a second time.	Gain 2 for each in your hive.
35	Gain 1 . Every other player gains 1 of their choice.	Gain 2 for each in your hive.
36	Clear the face-up from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1 .	Gain 1 for every in your hive.

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#	ONE-TIME BENEFIT	ENDGAME SCORING
37	Draw (from the stack) equal to the number of players. Keep 1 tile and pass the remaining tiles clockwise. The next player selects a tile and passes the remaining tiles clockwise (etc.). All players may add the to their hive for free or discard them.	Gain 1 for every in your hive.
38	Gain 2 of your choice. Every other player gains 1 of their choice.	Gain 2 for every you have.
39	Clear the face-up from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1 .	Gain 2 for every you have.
40	Choose one of your and gain its benefit again.	Gain 5.
41	Activate the income of 2 different that are face up on the board.	Gain 5.
42	Activate the income of 2 different in your hive.	Gain 4.
43	Pay 1 to place a second worker during your turn. Do not refill any tile slots until your second worker placement is resolved.	Gain 4.
44	Pay 3 to upgrade your faction (flip your faction).	Gain 3.
45	Pay 2 to activate a strength-4 worker bonus that is visible on any face-up planet.	Gain 3.
46 E	Decrease the strength of 1 of your workers by 1 to increase the strength of a different worker by 2. (The worker you decrease must start at strength 2 or higher.) If a worker ages above 4 by taking this action, it immediately hibernates.	Gain 9 if you have at least 1 and 1 in your hive at the end of the game.
47 E	Decrease the strength of 1 of your workers by 1 to increase the strength of a different worker by 2. (The worker you decrease must start at strength 2 or higher.) If a worker ages above 4 by taking this action, it immediately hibernates.	Gain 5 if you taught a dance this game.
48 E	Move any 1 tile (, , , or) from 1 space in your hive to another. If you cover a build bonus with this action, take that bonus. You must follow all normal adjacency requirements.	Gain 6 if you have 0 or 1 on your docking mat at the end of the game.

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#	ONE-TIME BENEFIT	ENDGAME SCORING
49 E	Move any 1 tile (, , , or) from 1 space in your hive to another. If you cover a build bonus with this action, take that bonus. You must follow all normal adjacency requirements.	Gain 4 per pair of and planted you have. (For example, if you have 2 and 2 planted , gain 8.)
50 E	Switch the location of any 2 workers on any action space(s) on the board. They may be your workers, opponents' workers, or a combination.	Gain 4 per frame you have that is completely filled with tiles.
51 E	Go down 2 spaces on the track to use any 1 dance twice. The dance must already be created to take this action. You may not go below 0 on the track.	Gain 10 if all 9 spaces that surround your starter and faction tiles are filled with other tiles.
52 E	Remove 1 or both from the face-up display. Place each removed at the bottom of its respective stack. Gain 1 if you removed 1 ; gain 2 if you removed both .	Gain 6 if you did not teach a dance this game.
53 E	Gain up to 2 build bonuses that are printed on 1 face-up in the display. You may not activate the build bonus on a single hex more than once.	Gain 2 for each Hibernation Comb section in which you have at least 1 hibernation token.
54 E	Up to 3 times, you may pay a of your choice to advance 2 spots on the track.	Gain 6 if you have 0 or 1 on your docking mat at the end of the game.
55 E	When you build a tile through any action or ability, you may discard this card. If you do, you may build the new tile over a tile that is already on your mat. Pay the difference in cost between the old tile and the new tile (you may never gain resources through this action). Discard the original tile from your hive. Do not activate any build bonus.	Gain 4 per pair of and planted you have. (For example, if you have 2 and 2 planted , gain 8.)
56 E	When you build a tile through any action or ability, you may discard this card. If you do, you may place the new tile anywhere (on your hive mat or on a frame you have built). This tile does not need to be adjacent to other tiles in your hive. Future tiles may be built adjacent to this tile to satisfy normal adjacency requirements.	Gain 7 if you have not upgraded your faction tile.
57 E	Discard 2 from your docking mat to gain 1 , 1 , and 1 .	Gain 3 for each hibernation token you have placed in the hibernation comb that does not contribute to a 1st place area majority victory. (A tie for 1st place still counts as 1st place.)
58 E	Discard 2 from your docking mat to gain 1 or discard 3 from your docking mat to gain 1 .	Gain 2 per you have that provides an income that includes at least 1 advancement.

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#	ONE-TIME BENEFIT	ENDGAME SCORING
59 E	Retrieve 1 of your workers from the board (or from your landing area). The worker gains +1 strength. If the retrieved worker is strength 1–3, it collects 1 income. If it is strength 4, it hibernates (and does not collect income). This card triggers any other retrieve abilities you may have.	Gain 8 if you end the game with 2 or fewer s in your hive.
60 E	Retrieve 1 of your workers from the board (or from your landing area). The worker gains +1 strength. If the retrieved worker is strength 1–3, it collects 1 income. If it is strength 4, it hibernates (and does not collect income). This card triggers any other retrieve abilities you may have.	Gain 2 per you have that provides an income that includes / / /

OFFICIAL SEED CARD VARIANT

If players so choose, they may play with the following variant:

- Play at most 2 seed cards on your turn (for their ability).
- Unlimited seed cards can still be discarded to gain , or planted, per normal rules.

This variant is geared toward reducing rare cases in which someone quickly accumulates large numbers of seed cards and plays them all in the same turn to gain an advantage that feels insurmountable to the other players.

Decide as a group prior to the start of the game whether to play with this variant.



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RECRUITS

NOTE: There are two types of in the game. Those with a and a bolded action will trigger whenever a player performs the specified action. Other trigger as specified on the tile.

NOTE: Whenever a tile says something is "free," this means the player neither uses the strength nor spends the / / for that action.

AGRICULTURALIST: Whenever you retrieve, you may collect one additional income. You may not collect twice from the same . Note that tiles and cards that use the word "retrieve" trigger this ability, whereas those that specify only "collect income" do not.

AGRONOMIST: Whenever you place a in a space adjacent to the Agronomist, gain 1.

APPRENTICE: You may perform the Carve action with either a strength-3 or a strength-4 worker.

AQUACULTURALIST: You no longer need to spend when you acquire a through the Advance action.

ARCHITECT: Whenever you gain a , you may pay 1 to plant a from your hand into any empty slot under your hive mat.

ARTISAN: Whenever you acquire a through the Carve action, pay 1 less than the printed cost.

ASTROCHEMIST: Whenever you perform the Grow action, your worker counts as if it were a strength-4 (and you may upgrade your faction). You must still pay resources as normal to perform Grow actions.

ASTRONOMER: Whenever you perform a Grow action, gain either 1 or 2.

BIOCHEMIST: Once per turn, convert any 1 into another (e.g., to , etc.).

BOTANIST: Whenever you place a tile adjacent to the Botanist tile, gain 1 .

CARETAKER: Whenever one of your workers hibernates, gain 2 .

CARTOGRAPHER: Whenever you perform the Explore action, gain 1 additional of your choice (regardless of whether the explored planet provides the type of resource you chose).

CHEMIST: Producing and costs 1 less when you perform the Convert action. (This ability applies both to the base conversions and any applicable Dances.)

DEPUTY: When you perform an Advance action (to acquire a , , or), you may purchase from any column regardless of the total worker strength on the space. Note that you do not gain the extra 3 associated with placing a strength-4 worker unless you actually play a strength-4 worker. Pay tile costs as usual.

DIPLOMAT: Whenever you acquire a through the Advance action, pay 1 less than the printed cost.

ENGINEER (UPDATED): Whenever you acquire a through the Advance action, you may replace 1 in the development's cost with 1 . Pay any additional costs as usual.

FARMER: Whenever you plant a , gain either 1 or 3.

GENETIC ENGINEER: Whenever you gain a , immediately collect its income.

GENETICIST: Whenever you perform the Research action, you may keep 2 (instead of 1). (Note that to use this ability, you must draw at least 2 from the stack, typically by playing a worker of strength-2 or greater.)

HERBALIST: Whenever you perform the Research action, also gain 2 of your choice.

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INSURER: Whenever one of your workers hibernates, gain 2.

MUSICOLOGIST: Whenever you perform a Convert action, gain 2 for each different dance you use.

NAVIGATOR: Whenever you Explore, you may also collect an from an (orthogonally) adjacent space. Place a face-up planet onto the adjacent space, but do not Explore it.

NURSE: Whenever you perform the Grow action, gain one strength-1 worker for free. This means you neither spend nor use worker strength for this action. Explore tokens in the pile next to the planet grid do not count as being adjacent to any planet.

NUTRITIONIST: When you perform the Grow action, you may gain 1 for free. This means you neither spend nor use worker strength for this action.

PALYNOLOGIST: Whenever you place a tile adjacent to the Palynologist, gain 1 .

PATHFINDER: Whenever you gain an (through Explore or via some other method), gain the benefit of the twice.

PATRON: Whenever one of your workers hibernates, gain 1 .

PHARMACIST (UPDATED): Whenever you perform a Research action, you may retrieve a different worker (other than the worker you just placed). The retrieved worker increases in strength. If the retrieved worker is strength 1–3, it collects income. If it is strength 4, it hibernates (and does not collect income).

RESEARCHER: Whenever you add a to your hive, also gain 1 .

SEED SPECIALIST: Whenever you discard a to gain a , gain 1 additional of your choice (they may be the same or different).

SCIENTIST: Whenever you perform the Convert action, gain 1 free . This means you neither spend nor use worker strength for this conversion.

SOMNOLOGIST: Whenever 1 of your workers hibernates, gain the corresponding bonus on the Hibernation Comb pod a second time. Note that this duplication does not apply to clearing rows of tiles.

WAYFINDER: Whenever you perform the Explore action, you may move the QueenShip 2 additional spaces beyond the combined strength of the worker(s) on the Explore action.

DEVELOPMENTS

APICULTURE: Choose any 3 face-up , , and/or (in any combination) and add them to a reserve near your hive mat. You may build them at any point by taking the appropriate Advance action with any strength worker. No one else may build these tiles. Do not refill the display until all tiles have been selected.

ARBORETUM: Plant up to 2 from your hand under your hive mat.

BEE BREAD: Gain 4 of your choice.

BROOD CHAMBER: Gain 2 workers for free (do not pay). They may be either strength-1 or strength-2. You may not exceed 4 active workers.

CLEANSING FLIGHT: Discard any number of from your play area. Gain 1 for each.

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CONTRIVANCE: Immediately take 1 from the display or from your private reserve and add it to your hive. Pay 1 less than the cost specified on the .

CROP DIVERSITY: Discard any number of from your hand to gain 2 each (you may not discard that have been planted for scoring).

CROP ROTATION: Add any 2 face-up tiles to your hive. Do not spend resources to gain them. (Do not refill the display until both tiles have been selected.)

CROSS POLLINATION: Collect income from each of your once.

CULTIVARS: Draw 3 from the stack.

DNA SEQUENCING: Draw 2 from the stack. Then, plant up to 2 from your hand under your hive mat.

DONATION: Discard up to 5 from your hive to gain 1 for each.

DRAWN COMB: Collect the benefits printed on each of your tokens one time. Drawn Comb does not combine with the Pathfinder.

EXCHANGE: Add any 2 face-up tiles to your hive. Do not spend resources to gain them. (Do not refill the display until both tiles have been selected.)

EXTRACTOR: When you place the Extractor, gain 1 for each that is adjacent to it.

FERTILIZER: Discard up to 3 from your hive to gain 2 each. Discard any resources you are no longer able to store (you may advance up the track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them. After you discard the farm tiles, all other remaining tiles still have to remain connected.

FLIGHT PATH: Gain any 2 from the board. Place face-up planets onto these spaces, but do not Explore the planets.

GRAFT: Immediately place 1 of your into the Hibernation Comb. Take the bonus that corresponds with that space.

GROW LAMP: When you place the Grow Lamp, trigger income abilities 2x on all that are adjacent to it.

HARVEST: Take an Explore action on the QueenShip's current location. Take the strength-4 bonus on the planet, if applicable.

HEALING TANK: Reallocate the strength of all your active workers. The total strength must remain the same across your entire worker pool (e.g., you may take a 1, 2, and 4, and turn them into a 3, 2, and 2). Do not gain or lose workers through this action.

HYBRIDIZATION: Discard up to 3 to add up to 3 to your hive from the stack. One at a time, discard , then draw a and choose whether you want to add it to your hive for free or discard it.

INSULATION: Move up to 3 of your from their current location to an unoccupied location in the Hibernation Comb. These moves are sequential, so you may refill spaces that your tokens previously vacated. Gain any bonuses that you cover.

NUCLEUS: Gain 2 .

ORIENTATION: Move the QueenShip to any location and perform an Explore action. If the location has not yet been Explored, gain the . Take any strength-4 bonus on the planet, if applicable.

POLLEN PATTY: Retrieve up to 2 of your workers from the board and/or from your landing area. Do not increase their strength. You may collect income from 1 for each worker retrieved.

PROPOLIS: You may convert any 2 into a as many times as you choose to do so (only at the moment the Propolis tile is purchased).

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PURIFICATION: You may replace up to 2 that you planted under your hive mat with from your hand. Put the original cards back into your hand; they may be used for their one-time ability or planted again (provided you have additional spaces to plant them).

QUEEN'S CHAMBER: Advance 4 spots on the track.

RADAR: Activate up to 3 visible build bonuses that are located on that are face-up in the display. You may not activate the build bonus on a single hex more than once.

RENDER WAX: Gain 1 for each you have in your hive.

ROYAL JELLY (CLARIFICATION): Reactivate up to 2 , both of which must be adjacent to the Royal Jelly tile.

SERUM: Retrieve all your workers from the board and/or from your landing area. Do not increase their strength. For each worker retrieved, you may collect income from one (each must be different).

WINTER STORES: Gain either 1 , 2 , or 2 .

CARVINGS

ADVANCEMENT: Gain 4 for each that you have planted for scoring.

BROOD REARING: Gain 2 per each of your active workers at the end of the game.

CLUSTER: Gain 3 for each tile that is adjacent to the Cluster. Each hex in your starting tile counts as a separate tile for purposes of the Cluster.

COLONY: Gain 14 if you have no .

COMMUNITY: Gain 6 for every set of , , , and you have in your hive. These tiles do not need to be adjacent.

DELEGATION: Gain 3 for every in your hive.

DISCOVERY: Gain 3 for each you have at the end of the game.

EDUCATION: Gain the printed on all adjacent to the Education tile. This means the on adjacent score twice (once during scoring and once during scoring).

EFFICIENCY: Gain 12 if you have no planted in your hive at the end of the game.

EMISSARY: Gain 4 for every that is adjacent to the Emissary.

EXCHANGE: Lose 3. You may copy a in any other hive. If the has adjacency requirements, use the Exchange as the point of reference.

EXPANSION: Gain 1 for every tile you have built in your hive (, , , and). Exclude your starting tile.

FERMENTATION: Gain 5.

FOOD CHAMBER: Gain 4 for every in your hive at the end of the game.

FOUNDATION: Gain 1 for every 1 in your hive at the end of the game.

HARVEST: Gain 15 if you have at least 1 , 1 , 1 , and 1 adjacent to the Harvest tile.

HONEYFLOW: Gain 9.

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INSTRUCTION: Gain 7 if you taught a dance this game.

IRRIGATION: Gain 2 for every in your hive.

LONGEVITY: Gain 3 for each that you have not used.

MAUSOLEUM: Gain 12 if you have 0 or 1 active workers at the end of the game.

MEMORIAL: Gain 3 for each of your in the Hibernation Comb at the end of the game.

MONOCULTURE: Gain 4 for each adjacent to the Monoculture tile.

MONOLITH: Gain 14 if the Monolith is the only in your hive.

NURSERY: Gain 4 for each space on your hive mat that is empty at the end of the game. **Do not** count empty spaces on your .

OBELISK: Gain 5 per space that is adjacent to the Obelisk that both (1) has no tile in it; and (2) has a build bonus printed on the underlying hive mat or . Spaces outside of your hive mat or do not count.

PREPARATION: Gain 4 for each you have.

PROLIFERATION: Gain 7 if you have the most among all players at the end of the game (or are tied for the most).

RESEARCH: Gain 3 for every in your hive.

RETINUE: Gain 1 per spot you have advanced on the track.

STRUCTURAL SUPPORT: Gain 3 for every 1 in your hive at the end of the game.

SURPLUS: Gain 3 for every in your hive, including Surplus.

SURVIVAL: Gain 8 if the Survival tile is adjacent to your faction hex.



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APIARY—EXPANDING THE HIVE

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