



# UNDER BEE-T THEM!



## MANUAL

Age: 7+

Number of players: 2 to 8 players

Duration: approx. 45 minutes

Content: 110 cards, including 8 sets of numbers 1 to 10, and 30 action cards

## OBJECTIVE

UnderBEEt the others by collecting as little points as possible and scoring lowest at the end of the round.

## DESCRIPTION OF THE ACTION CARDS



**Queen Bee** (7 pieces): This card's value is 0 points, making it the card with the lowest value in the entire game.

In case one of the following action cards is drawn from the deck, it shall be played immediately, followed by putting your card onto the discard pile.



**Beekeeper** (7 pieces): The player drawing this card has to exchange one of their own cards with a card of another player (chosen by them). Only the player activating the beekeeper's effect may look at the exchanged card before placing it face-down.



**Bee hive** (8 pieces): The next player has to look at the top card of the deck and include it into their own set of cards, even if it is an action card.



**Bee drone** (8 pieces): This card allows the player to look at either one of their own or at one of their fellow players set cards.

## HOW TO PLAY

In the beginning, each player gets dealt **four face-down cards**. Without looking at the cards, set them in the order according to the figure on the right.

The remaining cards form the deck and are placed face-down in the middle. After calling "One, Two, BEE!", the game starts with players taking a **short glimpse** at their own set cards 1 and 2 simultaneously. Then, set the cards again. No more looking at the cards from now on (unless prompted by an action card).

The player to the left of the dealer takes the first turn by drawing a card from the deck. If a number card is drawn and its value is lower than your set cards, exchange one of your set cards with the new one.



card 3



card 4



card 1



card 2



Example: Your set cards may contain a number 7 or an action card. In case you draw a number 5, in order to lower your score, it might be useful to exchange one of your set cards. The new card has to be placed face-down.

If an action card is drawn, follow the rules as described above. Set cards which weren't looked at before (cards 3 and 4) **can be exchanged without knowing their values**. Place the exchanged or top-decked card (in case not needed) on top of the discard pile. This brings the first player's turn to an end. Players continue to take turns in a clockwise rotation. Instead of drawing a card from the deck, players may also draw the top card of the discard pile.

Once you think the **sum of your card values is the lowest**, at the end of your turn, knock audibly. Each of the remaining players is allowed to take one more turn before finishing the current round.

Now, each player flips their respective set cards face-up, counts their points and notes down the sum (=score). The number of points per card is equal to the value of a number card. All action cards (beekeeper, bee hive, bee drone) equals 20 points, while the queen bee equals 0 points. Players are underbeeting the initiating player if their score is lower or equal to the player who has knocked. An extra 10 points are added to the initiating player's score per underbeeter. Then, a new round starts and the previously first player becomes the dealer (clockwise rotation).



## END OF THE GAME

The game continues until one player's overall score hits or exceeds **250 points**. The player with the lowest overall score wins the game.

## EXPERT VARIANT

In comparison to the basic variant, each player's set cards include 6 cards instead of 4, with 2 cards in 3 rows. Following a "One, Two, BEE!", players may briefly look at their bottom two cards.

**FOR SUPER  
SMART BEES!**



Do you have any questions, comments or advices for improvement we would like to hear your feedback:

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