

# Bumbledragon

Move the Bumbledragon (part dragon, part bee) around a flower field to collect magical pollen, then convert that pollen into honey by fulfilling orders.


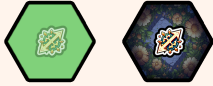






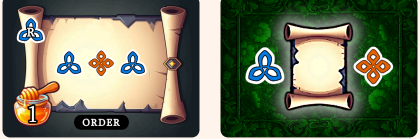

The first player to reach 9 honey wins!

**Players:** 2

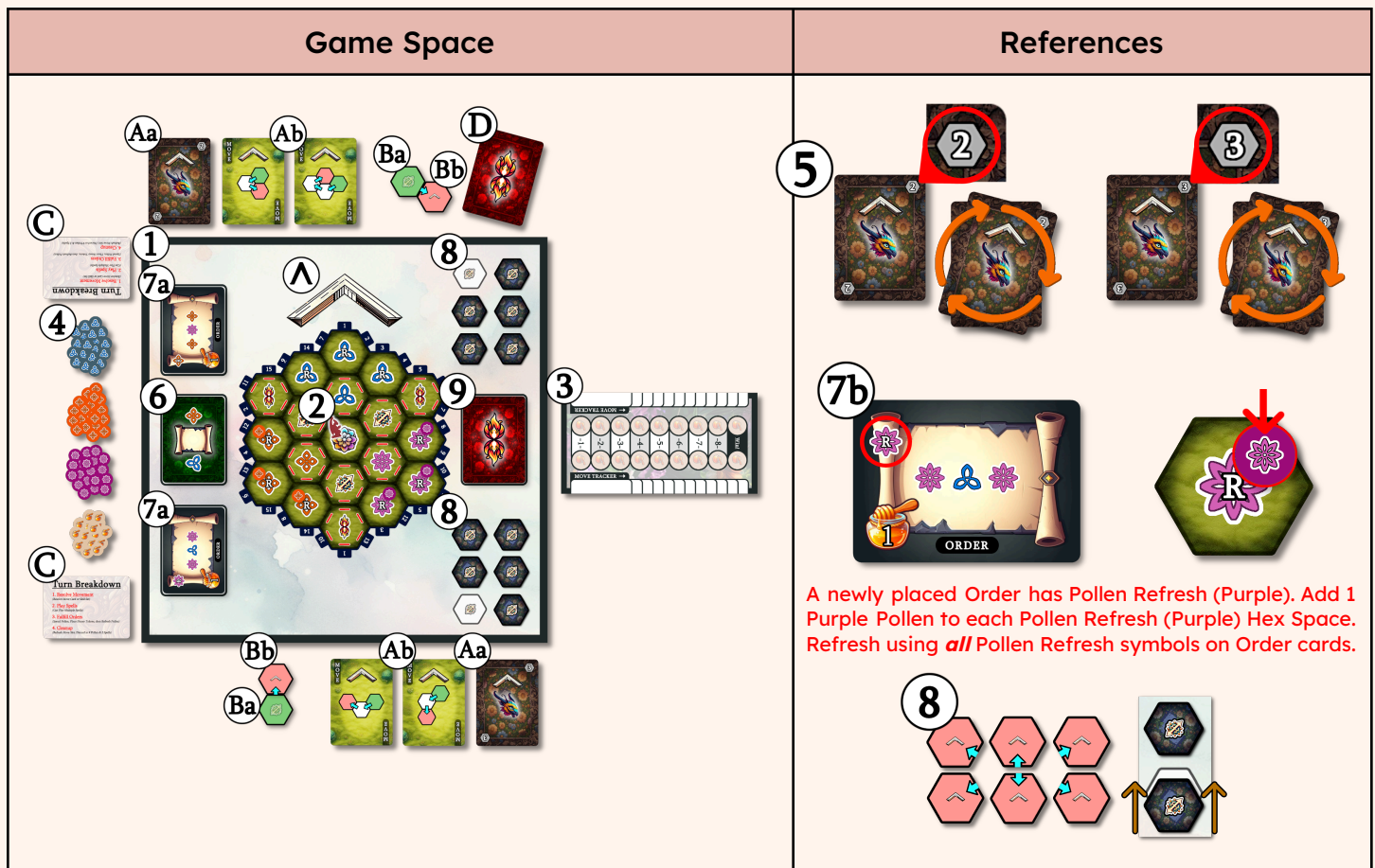
**Play Time:** 20-30 Minutes

**Ages:** 10+

## Components

Boards & Miniatures	Cutouts	Cards
<p><b>1 Game Board</b></p> 	<p><b>2 Skill Set Hex Tiles</b></p>  <p><b>12 Skill Hex Tiles</b></p>  <p><b>60 Pollen Tokens</b></p>  <p><b>18 Honey Tokens</b></p>  <p><b>19 Hex Space Tiles (for Customized Play)</b></p> 	<p><b>16 Spell Cards</b></p>  <p><b>24 Move Cards</b></p>  <p><b>12 Order Cards</b></p>  <p><b>2 Reference Cards</b></p> 

## Setup



### Global Setup

#### 1. Game Board.

**2. Bumbledragon Mini.** Place the Bumbledragon in the middle of the Game Board (2).

#### 3. Tracker Board.

**4. Bank.** Organize Pollen Tokens and Honey Tokens by type in different piles to make the Bank.

**5. Move Cards.** Shuffle 2-space and 3-space Move cards separately (space counts listed on card backs), as shown in reference (5).

**6. Order Deck.** Shuffle all Order cards, then place the Order Deck on the Game Board (6).

**7. Starting Orders.** Place two cards from the Order Deck face-up in the Order Slots (7a). Refresh pollen for **each** Order, as shown in reference (7b).

**8. Skill Hexes.** Place six Skill Hexes, one of each direction with red side face-down, in each player's Skills Area, as shown in reference (8).

**9. Spell Deck.** Shuffle four Spell cards (we recommend one "Gain" and one of each "Nudge" spell for starters, see

"Glossary" for these cards) to make the Spell Deck (9). Remove remaining Spell cards from the game.

### Player Setup

#### A. Move Decks.

- Deal nine 2-space Move cards and three 3-space Move cards to each player. Each player shuffles their Move cards, then places their Move Deck next to them (Aa). Rotate the Move Deck if needed to match the Game Board's directional arrow (A).
- Each player draws two Move cards from their Move Decks and places them face-up in their Move Slots (Ab). Rotate these cards if needed to match the Game Board's directional arrow (A).

**B. Skill Set Hexes and Skill Hexes.** Give each player a Skill Set Hex (Ba). Each player then grabs one Skill Hex from their Skills Area. Rotate the Skill Hex if needed to match the Game Board's directional arrow (A). Connect the Skill Hex's highlighted arrow to the Skill Set Hex (Bb).

**C. Reference Cards.** Turn breakdown references.

**D. First Player + Draw Spell.** Randomly determine the first player. The second player draws a Spell card and adds it to their Hand (D), hidden from their opponent.

Gameplay

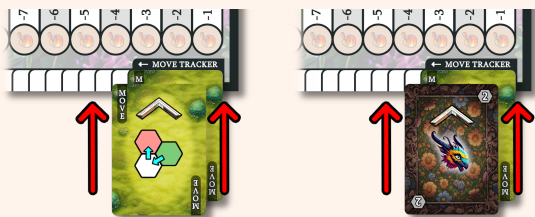
The first player resolves the first turn in the game.

A player performs the following steps on their turn in order, then passes turn to their opponent:

- 1. Resolve Movement
- 2. Play Spells
- 3. Fulfill Orders
- 4. Cleanup


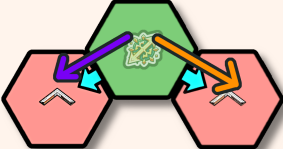
1. Resolve Movement

Add Move Card to Tracker Board. Choose a Move card from your Move Slots and place it on your side of the Tracker Board, stacked over your previous Move cards. Place a Move card face-up to resolve its movement, or place it face-down to resolve a movement in your Skill Set.



Placing a Move card on your side of the Tracker Board face-up (left) resolves that movement. Placing a Move card face-down (right) resolves a movement in your Skill Set.

Resolve Movement. Move cards and Skill Sets resolve movement from a green hex to a red hex. Move the Bumbledragon miniature in the Field (Hex Spaces on the Game Board) based on this movement.

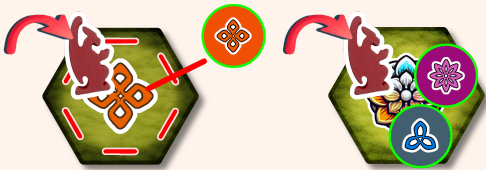
Resolve Move Card	Resolve Skill Set
 <p><u>Green Hex</u> Starting Space <u>Red Hex</u> Ending Space</p>	 <p>For this Skill Set, the player may move the Bumbledragon in one of two movements, shown by the <u>purple</u> and <u>orange</u> arrows.</p>

Move Off the Field?

If the Bumbledragon would move off the Field, move the Bumbledragon to the Hex Space on the opposite edge of the Field. Use the border plate's matching numbers to assist movement.

Resolve Burst Hex Spaces. Hex Spaces with red lines along their borders are Burst Hex Spaces. When the Bumbledragon enters a Burst Hex Space, resolve its effect immediately. See "Glossary - Hex Spaces" for all effects.

Collect Pollen on Hex Space. Collect *all* Pollen on a Hex Space where the Bumbledragon finishes its movement.



Resolve Effects when entering a Burst Hex Space. Collect all Pollen on a Hex Space when finishing movement on it.

2. Play Spells

Resolve Spell cards from your Hand, discarding face-up and visible near the Spells Slot after use. You can play multiple Spell cards in the same "Play Spells" step.

Empty Spell Deck?

Whenever the Spell Deck becomes empty, shuffle all discarded Spell cards to make a new Spell Deck (this could be a single Spell card at times).

Movement Example



1. **Move Card.** Move the Bumbledragon up, then up right.

**Move Up.** Triggers and resolves the Burst Effect of the Pollen Burst (Blue) Hex Space. Collect one blue Pollen from the Bank, then place a blue Pollen from the Bank on the Nexus Hex Space.

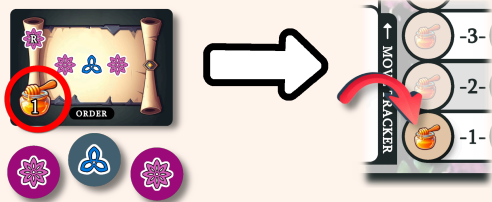
**Move Up Right.** The Bumbledragon's movement finishes on a Pollen Refresh (Blue) Hex Space. Collect the Hex Space's Pollen (one Blue Pollen).

2. **Spell Card.** Choosing the Up Right movement on the Spell card, move the Bumbledragon up right.

**Move Up Right.** The Bumbledragon moves off the Field and finishes movement on a Pollen Refresh (Orange) Hex Space. Collect the Hex Space's Pollen (one Orange Pollen).

### 3. Fulfill Orders

Fulfill Orders. You may spend Pollen to fulfill Order cards in Order Slots. To fulfill, place the required Pollen listed on an Order into the Bank, then place a number of Honey Tokens from the Bank on your side of the Tracker Board equal to the Honey listed on the fulfilled Order. Discard the now-fulfilled Order afterward (you may keep the fulfilled Order nearby for reference). You can fulfill multiple Order cards in this step.



A player fulfills their first Order, spending Pollen (one Blue and two Purple) by returning it to the Bank. That player then checks the Order's Honey value (red circle), then places that many Honey Tokens from the Bank in their Honey Tracker. They then discard the fulfilled Order.

#### Pollen Substitutes

Players may substitute 3 Pollen of one color for 1 Pollen of another color when fulfilling Orders.

Place New Order. After discarding an Order, place a new Order from the top of the Order Deck face-up in the empty Order Slot, then refresh pollen based on the new Order's Pollen Refresh symbols (see "Global Setup - 7. Starting Orders" on how to refresh pollen).

### 4. Cleanup

Discard Resources. Discard down to two Spell cards and nine Pollen (return discarded Pollen to the Bank).

Refresh Move Slot. Place the top card of your Move Deck into your empty Move Slot, then pass the turn to the opponent.



## Game End

The game ends immediately when a player reaches 9 Honey on their side of the Tracker Board or when both players run out of Move cards, whichever comes first.

Winning the Game. The first player to reach 9 Honey wins the game. If players run out of Move Cards before either player reaches 9 Honey, the player with the most Honey wins. If there is a tie this way, the player with the most Pollen wins. The game ends in a tie if both players also have the same amount of Pollen this way.

## Frequently Asked Questions (FAQ)

*Are both players trying to fulfill the same Orders?*

**Yes.** Each player has access to the Orders in both Order Slots. Be sure to fulfill those Orders before your opponent!

*Is resolving movement for a Move card then resolving movement for a Spell card considered two separate instances of finishing movement, allowing me to collect Pollen from multiple Hex Spaces in one turn?*

**Yes.** Finishing movement is considered fully resolving a Move card, Skill Set or Spell card with movement.

*If I move through a Pollen Burst Hex Space then finish on a Nexus Hex Space, do I collect the newly placed Pollen on the Nexus Hex Space?*

**Yes.** Effects from Burst Hex Spaces trigger immediately when the Bumbledragon enters a Pollen Burst Hex Space. A player could add Pollen to a Nexus space, then collect it later in the same turn.

*Can I use a Spell card I acquired in the same turn?*

**Yes.** A player may use any Spells in hand, even those acquired on the same turn, in the "Play Spells" step.