

Bear Necessities



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Introduction

Bears need very few things. Bearfolk, however, do not! They live in bustling cities, love to explore their surroundings, meet other animals, and collect all sorts of little everyday things. Discover a world inhabited by the Bearfolk and collect photographs of the sights you come across, laying them out one by one into a beautiful composition.

Content

- 94 Cards
- 100 Victory Point tokens (in various denominations)
- 20 Bee tokens
- This rulebook

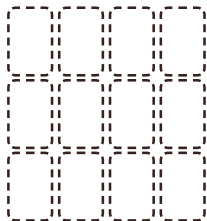


1. Place the and tokens into a nearby shared supply, within easy reach. The token supply is considered infinite. In the unlikely event that you need more tokens, use a suitable replacement. *We do not recommend using real bees.*
2. Shuffle the cards into a face-down deck.
3. Pick a random player to be the dealer: they will cut the deck and give each player 5 cards in clockwise order, starting from the player at their left. This is your starting hand.
4. Make sure everyone has enough space in front of them to create their personal 4x3 cards tableau and some more space where to keep their and tokens. This is your **reserve**.

Example of a 3-player game setup.



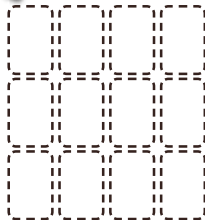
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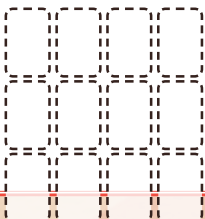
and
reserve



3



2



and
reserve

4



and
reserve



Game overview

Over 12 rounds, you will draft cards and place them in your 4-column by 3-row grid. When you **place** a card in your tableau, it first **activates** itself and then **activates** all orthogonally adjacent cards.

Activating cards triggers abilities and/or scores you .

At the end of each round, the player who scored the least amount of  in that round takes 1  token from the shared supply. *Don't be afraid! Bees can get you a fair amount of points at the end!*

After the 12th round, the player with the most  wins the game.

Round Sequence

1. Choose 2 cards

Secretly select 2 cards from your hand, one for your tableau and one for your **reserve**. Keep them hidden from the other players, who will do the same.

2. Reveal, Place and Score

Reveal and **place** the first chosen card face up in your tableau (see *Placing a card*, on the right) and keep the second face down in your **reserve**. Count the  you gained, and take the corresponding tokens from the shared supply, adding them to your **reserve**.

Everyone does this simultaneously.

3. Bee time

The player who gained the fewest  this round, takes 1  token from the shared supply and adds it to their personal **reserve**. If more players are tied last, each of them takes 1 .

4. Pass the cards

Pass your remaining cards to the player on your left, then add the card you previously placed in your **reserve** (2) to the new hand you received from the player on your right.

5. Deal new cards when needed

After **placing** 4 cards (i.e. at the end of the 4th and 8th rounds), you will have no cards left in your hand.

At the end of that round, decide whether to keep in hand or discard the card currently in your **reserve**.

Once everyone has made their decision, the dealer cuts the deck and deals cards until everyone has 5 cards in hand again.

Placing a card

Placement rules

- Each card after the first must be **placed orthogonally adjacent** to at least one other card.
- At the end of the game, after the 12th round, your tableau must be a grid of 4x3 cards and you **may never** add a 5th column or a 4th row.

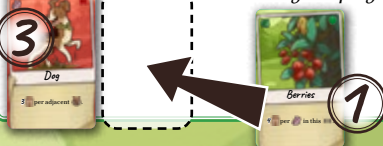
Activations

When **placing** a card in your tableau, you first **activate** that card, then **activate each orthogonally adjacent card** in the order of your choice.

*In this example, the player **places** the Berries in their tableau and **activates** a total of 3 cards to gain 11 .*

- Berries = 4 
- Eagle = 4 
- Dog = 3 

*Note that the Berries card must be **activated** first, as it is the one being **placed** in the tableau. The order in which the Eagle and the Dog are **activated** is decided by the player.*



End of the game

After 12 rounds, when all players have completed their 4x3 tableau, the game ends.

Turn your  tokens into 

Some cards show a **Bee Hive** multiplier symbol : count how many of them are in your tableau and multiply that number by the amount of  tokens you have in your **reserve**. Take that many  tokens from the shared supply.

Count now your : the player with the most of them is the winner. If there is a tie, the tied players share the victory.

Bear tip:
Later in the game, if you have trouble keeping track of your score, you may place the  tokens on each card after counting them.

In this example, the player scored 121  and collected 6  tokens throughout the game. In their tableau there are 4  symbols (the **Rubber Duck** has 2!), so they multiply those by the 6  tokens, earning an additional 24  that they take from the shared supply. The player's final score is 145 (121+24).

Bee Hive symbols



Colors and types of cards

Each card comes in one of 4 colors: red, blue, green, and yellow. This color is shown on both the front and back, and each card also has a matching icon to help colorblind players:



City / Red



Water / Blue



Mountain / Green



Desert / Yellow

In addition to their color, cards also have one, or even two, of the following 5 types, which are used in various effects:



Bearfolk



Building



Item



Plant



Animal

Goal Cards

Some cards show a Goal symbol. Every time you **activate** a card showing this symbol (including the first time you **place** it in your tableau), check if you meet its requirements next to the:

- If you **don't** meet the requirements, only apply the effect above the line.
- If you **do** meet the requirements, only apply the effect under the line, ignoring the above it.

Important: A completed scores you points only when you **activate** its card. If by placing a card in your tableau you complete a specific but do not **activate** the card showing it, you do not score it.

2 if you have at least 6 tokens.

Scoring a non-complete Goal.

10 if you have at least 6 tokens.

Scoring a complete Goal.

Effects Clarifications

- Cards are considered to be adjacent only if they are **orthogonally** adjacent.
- A card activates its adjacent neighbors only when it is **placed** in your tableau.
- Cards like the **Eagle**, **Backpack**, **Collector**, etc... count for their own effects.
- Cards like the **Banker**, **Treasure Hunter**, etc... score you for cards showing a that can be completed, even if you have not completed those.
- Weather Forecast** cards refer to the card you keep in your **reserve** for the next round.

Card anatomy

Card type(s)

Color symbol

Goal symbol

Bee Hive Symbol(s)

Bearlet

Card name

Card effect

Other Symbols

Victory Point | Bee token

Card | Color

Row | Column | Right

Goal (card) | Bee Hive

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