



BUZZ



Fly



FLY!! You are a good bee! You get the pollen. You bring to hive.
Hive make honey. Queen is happy! Make queen happy?

Queen unhappy? NO! PROTECC QUEEN!
BUZZ! PROTECC QUEEN!

Worker or Drone?

Pick whether you are a **Worker** or a **Drone**.

Choose a number between 2 and 5. If your number is high, you **FLY**. If your number is low, you **BUZZ**.

Give your bee a smart bee name. Like Fluffy or Chip.

If you are a **Worker**, you have:

- Some pollen
- A stinger. You die if you ever use your stinger.

If you are a **Drone**, you have:

- Really big eyes

Define the Hive and Queen

The Hive is (pick two):

- Crowded
- Friendly
- Highly Productive
- Noisy

And also (pick one):

- Hot
- In a Dangerous Place
- Infested

The Queen is (pick two):

- Young
- Loving
- Diligent
- Smart

And also (pick one):

- Bossy
- Selfish
- Mean

The Goal

Pick your bee's goal: Survive a Threat, Befriend a Solitary Bee, Die for the Queen, Find the Perfect Pollen Source, Move to a New Hive

The common goal for the hive is to Gain Pollen so the Queen can Make More Bees.

How to Buzz or Fly

When you try something that might fail, roll 1d6. Roll an extra 1d6 if you have something prepared for it, and another 1d6 if your Hive or Queen would help. If you want to help, follow the rules for rolling, and if you succeed, the bee you're helping gets to add another 1d6 to their dice.

The Queen Bee ultimately decides if you can add dice or not.

If you're trying to **Buzz**, you want to roll above your number.

If you want to **Fly**, try to roll below your number.

If none of your dice succeed, something goes very, very wrong. The Queen Bee will tell you what.

If one die succeeds, you managed it! The Queen Bee will tell you what the cost or complication is.

If two dice succeed, you made it! Good bee!

If three dice succeed, the Queen Bee gives you a boon!

If you roll your number exactly on any of the dice, you **BEE DANCE!** The Hive gains 1 Pollen and you may cancel a cost or complication the Queen Bee imposes.

Buzz and Fly is by Stephanie Bryant (mortaine.com/blog) and is a hack of Lasers & Feelings by John Harper (onesevendesign.com/laserfeelings/). Lasers and Feelings [CC BY-NC-SA 3.0 US](https://creativecommons.org/licenses/by-nc-sa/3.0/us/), and so is this hack.

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How to Be the Queen Bee

There is always a rumor about the perfect source of pollen. A protected field of flowering plants that has no predators, no pesticides, and gentle humans carefully tending the plants and befriending the bees. If the bees lose hope, remind them of this place. If they find it, their Queen will be forever happy.

Whenever the bees decide to take a risky action to deal with a threat, call for a roll. Let the outcome move the story forward. Add complications to the story that make it more interesting. If a bee dies, have the player create a new bee for the hive.

Present the Spring season to your bees. Ask them the most important question: **What do you do?**

Ask questions and let the players fill in the story. Let their decisions drive the story forward. The season ends when it seems like the bees are done with it.

If they resolve the season satisfactorily, give the hive 1 Pollen and move to the next season. The hive needs at least 3 Pollen to survive Winter.

Spring

SWARM! The old queen swarms to find a new hive, and the young queen and her drones are mating. Wax moths are trying to invade the hive. Gather pollen but avoid rival hives.

Summer

Forage! The pollen source is false and artificial! Your honey is bright red, and gains unwanted attention from murder hornets!

Fall

Extra honey has attracted a hungry bear! Meanwhile, the hive needs as much pollen as possible to survive winter.

Winter

Hushhhh! All drones die. Mites thrive in the cold and quiet. An early thaw threatens the hive.