



HONEY MOON



SETUP

Give **1 game sheet to each player** and get the pen and the die ready. If possible, play with one pen each. The sheets have a blue (A) and a purple (B) side. Make sure that everyone **plays on the same side**. For the first game we recommend using side A.

OBJECT OF THE GAME

By cleverly digging tunnels, you try to get to the delicious sweets hidden inside the moon. The more you collect, the more points you will receive at the end of the game. But beware of the pickled cucumbers, as those will be subtracted from your final score.

GAMEPLAY

Each turn, the die is rolled exactly once.
The result is used by all players.

You dig a tunnel into the moon and the number shown on the die indicates how many spaces you have to dig.

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Either you begin on a starting space on the lunar surface (see blue areas in the figure) or you continue digging from an existing tunnel.



Example: The areas highlighted in blue represent possible starting spaces. In the first turn a 5 was rolled and thus a tunnel of 5 spaces was dug vertically into the moon from one of the upper starting spaces.

Each turn you may only **dig in a straight line, either horizontally or vertically**. You may not change the direction of the digging. Cross off spaces to indicate where you dug your tunnel. The thick chunks are obstacles that you can't dig through.

You must **always cross off exactly as many spaces as the die shows**. If you can't do that, you'll have to pass.

If you continue digging from an existing tunnel, you may either **extend the tunnel in a straight line** or **dig a new tunnel at a right angle**. The new tunnel may start at any point of the existing tunnel.

IMPORTANT NOTE: Tunnels may never run directly next to each other, there has to be at least one free space in-between them. A new tunnel may never be dug through existing tunnels or thick chunks .

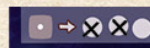
You can dig through sweets and pickles . If you have crossed off any sweets, mark them in the collection bar on the right by **checking the next free box** in the respective row (start from the left).



Example: A 3 was rolled and an existing tunnel was extended (white crosses). The crossed off chocolate is marked in the collection bar on the right.

SPECIAL CASE: IS ROLLED

If a 1 is rolled you can decide for yourself how many spaces you want to dig (1-7). For each space that you want to dig, you must mark one slot of the row. You may only dig as many spaces as you have free slots left on the row. If all the slots have been used up, you can no longer dig if a 1 is rolled!



Example: A 1 is rolled and you want to dig a tunnel of 2 spaces. You mark two slots of the row.

ACTIVATING THE TIMER


After any player has collected their first set of sweets  +  +  +  +  , all players have to activate the timer. Cross off the hourglass  !




From now on **all of you** will have to check the timer in all subsequent turns.

CHECKING THE TIMER (ONLY AFTER THE TIMER HAS BEEN ACTIVATED)

Did you roll a 4 or higher?






If so, all of you have to cross off a  on the timer before you continue digging your tunnels as before.

END OF GAME AND SCORING

The game ends after the turn in which the last  on the timer is crossed off.






POINTS

You get points for the following:

- For each **kind of sweet**  /  /  /  /  you **have collected** you score the number of points indicated above the rightmost cross in your collection bar.




Example: Honey (yellow crosses) gains you 6 points, chocolate (brown crosses) is worth 10 points.

- For each set of 5 different sweets  +  +  +  +  you score 5 points.



5 ★ / SET + 10

Example: The first two rows are crossed off entirely → 2 sets = 10 points.

- For each pickle  that you crossed off in your tunnels you will have to subtract 2 points from your total score.



Example: You dug through 2 pickles = minus 4 points.

The player with the highest score wins the game. In case of a tie, the player who collected the most sweets wins.

GAME VARIANT

Start the game from any starting space on the surface and dig straight into the moon. From there on, you may only extend existing tunnels and you are not allowed to start any new tunnels from the moon's surface.



Scoring example: At the end of the game you collected 3 honey (6 points), 4 chocolates (10 points), 2 gummy bears (3 points), 2 marshmallows (3 points), and 2 candies (3 points). Including the points for the 2 sets, this adds up to 35 points. However, you also dug through 2 pickles, so you have to **subtract 4 points**. In the end you score a total of **31 points**.

A huge thanks to all playtesters!

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