

That's Beez Wax (game rules)

Age: 6 - 100

Suggested Players: 3-6

Cards: "That's Beez Wax" consists of 52 cards. There are 4 cards of each number (cards are numbered 1-12), 2 Wild Cards, and 2 Stinger Cards.

Starting the Game: The Dealer deals a well shuffled deck of cards to each player, one card at a time, until all cards are dealt.

Object of the Game: Be the first player to play all of their cards.

Playing the Game: Play begins with the player to the left of the dealer. Up to four cards are played face down. The player will call out the "quantity of cards being played" along with the "card number."

Ex. "I play 2 sevens"

All cards that have been played are placed in the center of the playing area. The pile of cards is called "The Hive."

The first play of the game begins with the number "1" card. Every subsequent turn requires the next number in sequence to be played. Once play has reached the number "12" the play sequence starts over. If a player is either unable or does not wish to play the next number in the sequence, they may play any card number along with any quantity of cards they choose. The player must still call out the "quantity of cards being played" along with the "next card number in the sequence."

Calling Beez Wax: If a player feels that another player is being dishonest, they may emphatically say "That's Beez Wax!" The first person to call out Beez Wax turns over the cards played by the previous player. If the previous player was dishonest, that player must pick up "The Hive" and add it to their hand. However, if the previous player was honest, the first player that called out "That's Beez Wax" must add "The Hive" to their hand.

Playing Special Cards: There are 2 special cards. **Wild Cards** and **Stinger Cards**

Wild Cards can count as any number in the sequence. They may be played by themselves or with cards of any number. For example a player with 2 of the number 5 cards can play with a Wild Card and call 3 number 5's played and be honest.

Stinger Cards are high point value cards that players will be trying to get rid of but since they hold no number value a player caught playing a stinger will be considered dishonest and need to pick up The Hive

Card Point Values:

Cards “1-9” are worth 5-points.

Cards “10-12” are worth 10-points.

Wilds are worth 20-points.

Stingers are worth 50-Points.

Scoring the Game: Once a player has won a round, all other players must add up the point values of the cards remaining in their hands.

Winning the Game: The player with the lowest score after 5 rounds wins the game.

