

Bumbling

A solo RPG, by Yvris Burke

Bumblng – a solo RPG

You're a newborn worker bee helping to fill their hive with honey. You'll learn your hive's secret dance language, explore the world, make animal friends, and harvest pollen for your queen. Great for solo journaling and doodling, this is a sweet, relaxing game to play on a rainy afternoon.

Getting Started

You don't need much to play, just:

- Your favourite drawing implement. Pencil, pen or crayon.
- A six-sided dice, aka 1d6.
- A hex sheet for your map
- A smaller hex sheet with 180 hexes
- Blank or lined paper for journaling

There are blank hex sheets for maps and scoring at the end of this guide. Top tip! If you don't have a dice you can use 6 equally sized, folded slips of paper with the numbers 1-6 written on them and draw them at random from a cup.

On your larger hex sheet pick a hex near the middle to be your hive and mark it. Then, in the six hexes around your hive draw one of each landmark type. See that Landmarks section for examples of how to give these character.

That's it! You're ready to play.

How to Play

Your First Moves

Welcome! You are the newest worker bee in the hive. You just woke up, your head is as fuzzy as your body, and your siblings are beckoning for you to join them. You follow and they lead you through to the heart of the hive - the dance floor! The world is new and strange, you don't know your own name yet, but you think you might know a bit about dancing.



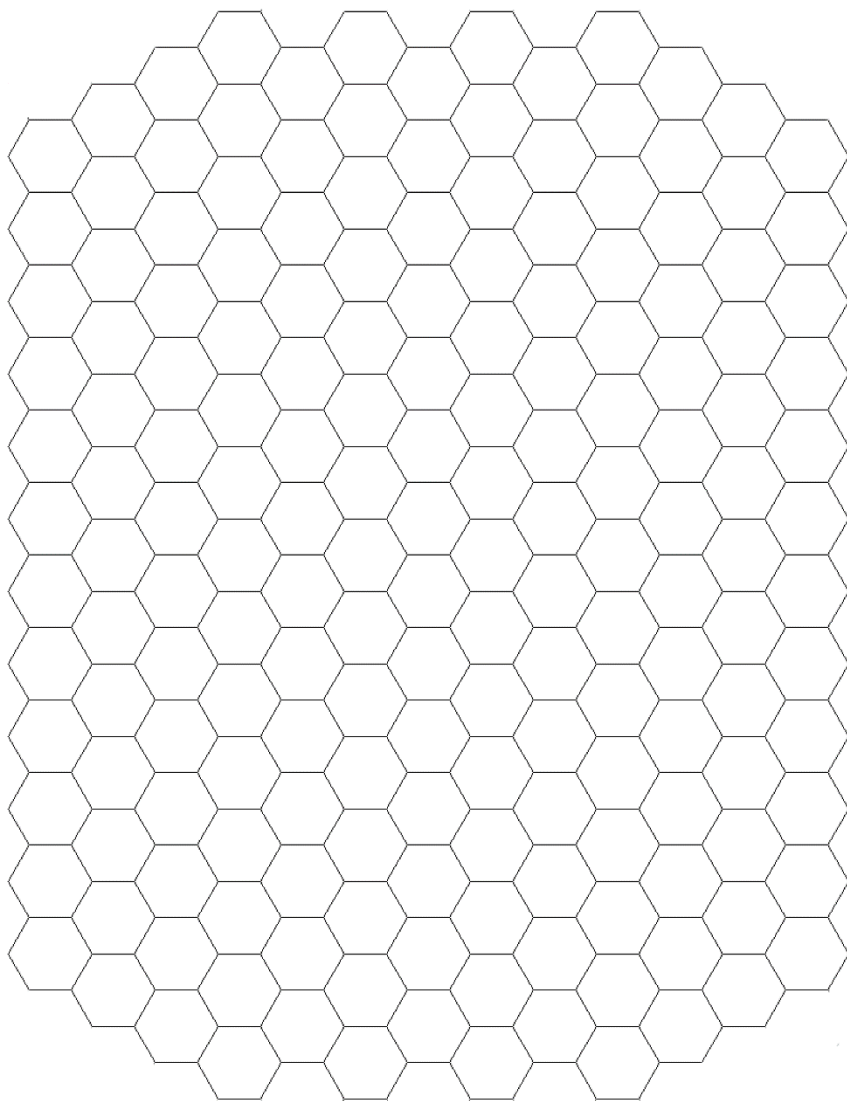
Example map starting set up

You watch as one of your hive-mates makes their way to the centre of the chamber and begins to move. They do a short routine for you: a hop, a butt wiggle, and a wing waggle. Instinctually you know that this bee buddy isn't just moving at random. More than that, you know exactly what each move means. These are directions to find another thing you know about - flowers!

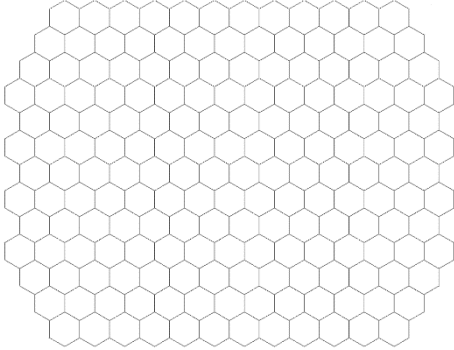
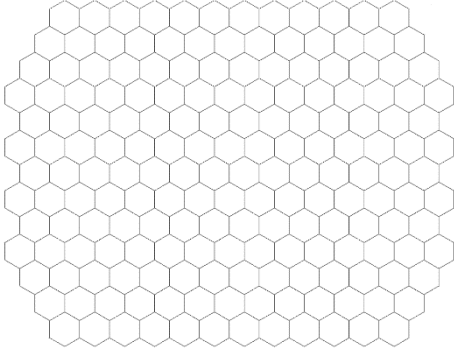
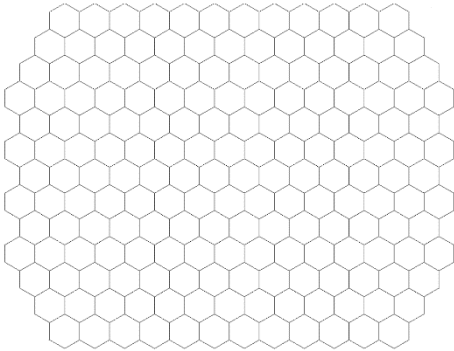
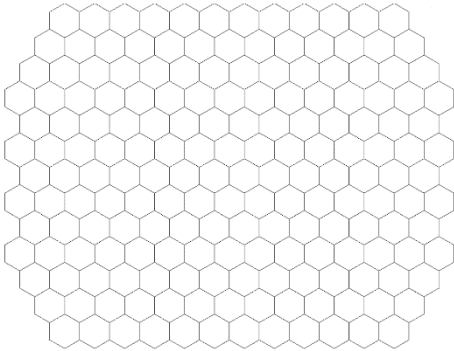
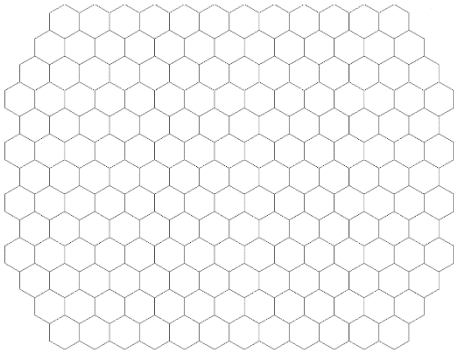
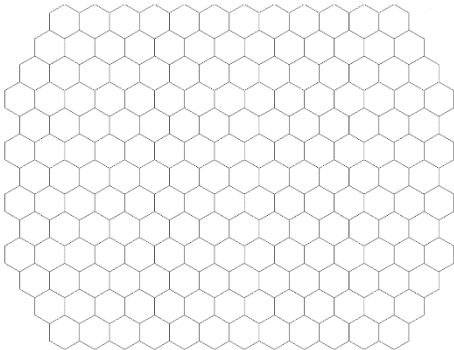
Pick three options from the *Landmarks* table and decide which is a hop, which is a butt wiggle, and which is a wing waggle. Then draw these places onto your map in a line starting with a hex adjacent to your hive. Add some flowers to the final hex - you've just been given directions to your first pollen stash!



Map sheet



Score sheets



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Your Turn!

Once you've watched your first dance and learned some moves it's time to put the "work" in "worker bee"! Time to start finding flowers and filling up your hive with pollen. You have three activities which will help you do this: learning, dancing, and searching.

You can perform these actions in any order and any number of times. If you like you can journal your activities and document your bee's story.

Learning

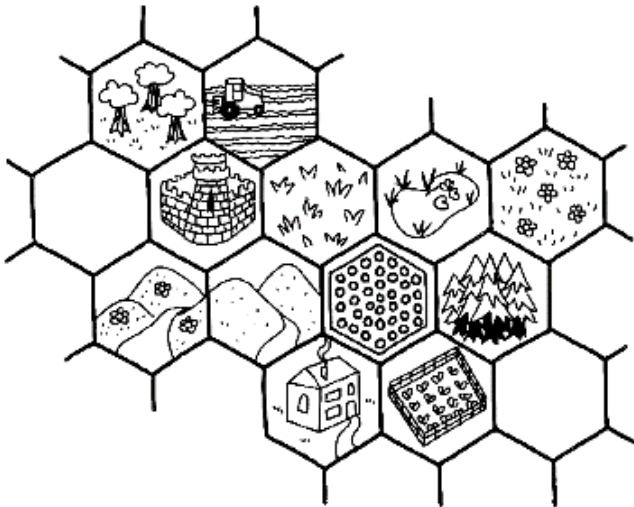
Hang out in near the dance floor to watch another bee dance and learn more moves. Roll to pick three moves from the random moves table, this is the dance you see. Give any new moves to an unassigned landmark. You may get three different moves or three of the same - it's luck of the draw. You should write the moves you learn down so you can check them later after you dance.

Dancing

Perform or draw a bee dance to direct your hive to some flowers on your map. Don't cheat and look at any moves you wrote down while you dance or draw, but check your directions afterwards to see if you got it right. If your directions are correct, roll 1d6 to find out how many other bees saw you. Those bees will find your flowers and add some honey to your cells. See Finding Flowers to find out how many.

Questing

Go out to find or fetch pollen to fill up the cells in your hive. Follow path you know leads to some flowers, or strike out on your own and discover new territory. If you reach an empty hex, then roll on the landmark table and draw your new discovery on your map. Then roll again. If you get a six on your second roll you find flowers in the new area - draw those in too. Now you can gather pollen to take back to the hive. See Finding Flowers for more details. Some places are home to creatures which can give you directions to flowers in exchange for gifts. Some contain creatures which will chase you away, never to return. Check Finding Friends for more details, and bee careful out there!



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Finding Friends

Some landmarks you find while questing will house creatures who might know the location of some flowers. Some are tame, some are wild. It depends on the landmark (see the Landmarks section). If you find one of these animals you can try to persuade them to tell you what they know. If you're journaling your game you might write out a little scene between you and the creature. Then roll 1d6.

On a 5 or 6 the creature tells you how to find some flowers, and you can pick a neighbouring hex to place those in.

On a 3 or 4 the creature doesn't know about any flowers nearby.

On a 1 or 2 a tame creature will ignore you or claim to be too busy to talk. A wild creature will try to eat you. If a creature tries to eat you you must avoid the hex where they live in future, and leave it out of your dances when directing other bees. You can only travel through it when you're travelling back to the hive with pollen.

Finding Flowers

There are three ways to find flowers:

1. Follow directions given by another bee's dance.
2. Get directions from a friendly creature.
3. Discover new landmarks on your map where flowers live.

The flowers you find always have pollen, but the further away they are from your hive the fewer bees will have been there before you, so the more pollen you'll find. When bringing pollen back to your hive you travel in as straight a line as you can across the map, even if this means travelling over unfamiliar hexes. Don't roll landmarks for these while you're carrying pollen, assume you're in a rush and not paying attention!

On your return you fill up a number of cells in your hive equal to a 1d6 roll plus the number of hexes you travelled over to get back. For example, if you follow the first directions you were given when you woke up you find flowers 3 hexes away. If you roll a 4 you can fill in 4 plus the 2 squares you travelled over to get home, so 6.

If you dance for other bees and tell them about the pollen you've found you'll fill up even more cells! Multiply the number of bees who watched your dance by the number of hexes they'll travel over to get back to the hive after following your directions. So if you do a dance which directs to flowers 3 hexes away in a straight line (however many moves you used to get there) and 5 bees saw it, then you fill 2 (the number of hexes they travelled over to get back) times 5 cells - 10 more cells in your hive. Your hive has 180 cells to fill. Once they're full your work is done and you can relax and enjoy the map you've uncovered and the sweet dance moves you've learned.



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Landmarks

1d6 roll	Landmark	Animals	Example
1	Water	Wild	Lake, pond, well, stream, waterfall, bay
2	Tress	Wild	Forest, wood, orchard, copse, single massive tree
3	Farm	Tame	Crop field, pig pen, grazing land, chicken coop, potato patch
4	Building	Tame	House, castle, barn, forgotten shack, witch cottage, log cabin
5	Hill	None	Anything between a small slope and a great mountain
6	Flat	None	Bog, marsh, open field, moorland, beach

Bees are very clever, but they're only really interested in flowers and friends. The rest of the world falls into some simple categories, or landmarks, which they use to get around. When you draw these on your map you can embellish and interpret them any way you'd like to add character to your world.

The table above can be used to randomly select a landmark with a 1d6 roll, see what sorts of animals might live there, and provides some ideas for variations on that theme.

You can create moves yourself if you want to expand your bee language. Perhaps you'd like to use an antenna twitch to let other bees know about danger at a specific landmark, or vibrate all over when describing a landmark with flowers. Don't think of it as making things up, think of it as recovering the lost language of your bee ancestors!

Moves

Throughout the game you'll learn to dance the secret bee language of your hive. As you go along you should keep track of which moves map to which landmarks. When you need to roll a random series of moves for a bee dance use the table below:

d6	Move
1	Hop
2	Butt wiggle
3	Wing waggle
4	Foot stamp
5	Spin
6	Roll

