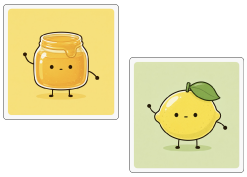
Honey & Lemon

Includes the Team Up! expansion / English edition / November 2026

Mix the perfect recipe before the Trading Truck arrives! Add honey and lemon to your jars, or slip ingredients into someone else's jars to spoil their plans.



Base game / 2-4 players

20-30 min. for three rounds
Fixed teams with 4 players

Team Up! / 3-6 players

About 30 min. for three rounds
New teams every round

Ages 5+ / Choose Three Rounds or Race to Seven before play (page 4).

01 Print settings

A4 portrait / One page per side / Actual size (100%)
Double-sided printing / Flip on the long edge

Turn off Fit to Page, scaling, multiple pages per side, and booklet printing.
This pack has 16 pages: rules on pages 1-6 and cards on pages 7-16.
Print the full pack on 8 sheets of A4, or just the cards on 5 sheets.

02 What you will need

Printer-compatible paper, scissors or a craft cutter, and coins for scoring.
Coin cards are not included. Use your own coins instead. Agree on their values before play: for example, one type is worth 1 game coin and another is worth 5. Two 1-coin pieces can make 2. You may also keep score with pencil and paper.

03 Test, cut and sort

1. Test-print pages 7-8 (pages 1-2 of the separate card file). Check that the fronts and backs align and face the right way.
2. Print the remaining card pages double-sided in their original order. Do not select only odd or only even pages.
3. Cut along the crop marks on the card fronts. Finished cards are **45 x 45 mm**.
4. Sort by card back: yellow game cards, green expansion cards, Starting Jars, Starting Team cards and Hidden Team cards.

With thin paper, add opaque backing or sleeves so faces cannot be seen through the backs. Printers may shift the reverse side slightly; check your test sheet first.

Scale check: this line should measure 50 mm.

Getting started

Use the yellow-backed deck. Starting Jars and team cards never go into the draw pile.

What is in the pack?

Game cards	Yellow backs	Green backs	Total
Empty Jar	8	4	12
Honey	24	12	36
Lemon	4	2	6
Lid	6	3	9
Bear 1	1	1	2
Bear 2	1	1	2
Bear 3	2	1	3
King Bear (K)	1	0	1
Trading Truck	1	0	1

72 game cards: 48 yellow-backed cards + 24 green-backed cards.
16 setup cards: 6 Starting Jars; 7 Starting Team cards (2 Circles, 2 Triangles, 3 question marks); and 3 Hidden Team cards (1 Circle, 1 Triangle, 1 Square).
88 cards in total.

Setup: first choose a game format (page 4)

1. Give each player 1 Starting Jar, face up. Put unused Starting Jars aside.
2. Shuffle all 48 yellow-backed game cards into a face-down draw pile. Set the green cards and all team cards aside.
3. Deal 1 card to each player as their starting hand. Put the coins in a shared supply. Every player starts with 0 coins.
4. The youngest player takes the first turn. Play continues clockwise.

With 4 players: in seating order, players 1 and 3 form one team; players 2 and 4 form the other. Teams stay fixed. Each player has their own hand and jars and **keeps and records coins separately**. Add teammates' scores to determine the winner.

On your turn: draw 1, then play 1

Draw 1 card, then play 1 of your 2 cards and resolve its effect. Pass play clockwise. A Trading Truck immediately ends the round. If the draw pile is empty, skip drawing and play your last card. If you have no cards, skip your turn.

If a card can be used, its effect is mandatory. You cannot discard it instead, even if it spoils your own recipe or helps another player. Discard without effect only if there is no legal target. All discards are face up and may be inspected by anyone.

What does each card do?

Each Honey or Lemon card is 1 portion. Overlap ingredients on a jar so they can be counted.



Empty Jar

Play this in front of you to add one empty jar for mixing ingredients.



Honey

Add 1 Honey to any jar without a Lid. Choose your own jar or another player's.



Lemon

Add 1 Lemon to any jar without a Lid. Choose your own jar or another player's.



Lid

Cover any uncovered jar, including another player's. It cannot receive ingredients and is safe from bears. It can still be sold.

Bear 1 / Bear 2 / Bear 3



Choose **one uncovered jar**, yours or another player's. Bear 1 eats up to 1 Honey; Bear 2 up to 2; Bear 3 up to 3. All Honey must come from that single jar. Regular bears never eat Lemon.

The bear must eat as much as possible, up to its limit. If Bear 3 can eat 3 Honey from any uncovered jar, it must do so. It may eat only 2 if no jar offers 3, and only 1 if none offers 2. If several jars offer the same maximum, choose any of them.

Discard the bear and eaten Honey. Leave the jar and any Lemon in place. Discard a bear without effect only if no uncovered jar contains Honey.



King Bear (K): every uncovered jar is hit

Remove **all Honey and Lemon from every uncovered jar**, including your own. Discard those ingredients and King Bear; leave the jars in play. Covered jars are safe. If no ingredients can be eaten, discard King Bear without effect.



Trading Truck: end the round immediately

Everyone scores their jars using the prices on the next page. Do not play any remaining hand cards.

Scoring and winning

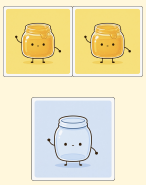
Score every jar separately. You may sell as many jars as match the recipes below.

1 Honey



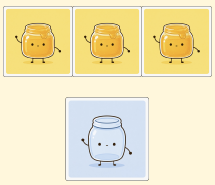
1 coin

2 Honey



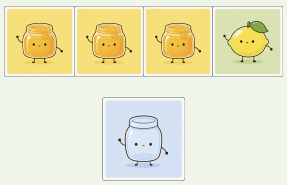
2 coins

3 Honey



4 coins

3 Honey + 1 Lemon



8 coins

Recipes must match **exactly**. Every other recipe is worth 0 coins, including 4 Honey, 2 Honey + 1 Lemon, or an empty jar. Ingredient order and Lids do not affect the price. Take this round's income from the supply and add it to your personal total before checking whether the game ends.

Choose one format before you start

Three Rounds: finish scoring round 3, then compare final totals.
Race to Seven: play as many rounds as needed. After everyone has scored and any team income has been shared, end the game if **any individual has 7 or more points in total**. Otherwise, play another round.
1 coin = 1 point. In 4-player fixed teams, check each player's score, not the team total.

When the game ends, compare totals

2-3 players: compare individual totals. **4-player fixed teams:** add the two teammates' scores and compare team totals. The highest score wins; all tied leaders share the win.
Race to Seven example: Team A has 7 and 0 points; Team B has 5 and 4. A player on Team A triggers the end, but Team B wins by 9 points to 7.

If the game continues, start a new round

Keep everyone's coins visible. Gather all game cards from jars, hands, discards and the remaining deck; keep Starting Jars separate. Shuffle the same deck. Give each player 1 Starting Jar and deal 1 card to their hand.
From round 2 onward, the player with the fewest coins starts. Break ties in favor of the youngest of those players.
With 4 players in fixed teams: the youngest player on the lower-scoring team starts. If the teams are tied, the youngest player overall starts.
For Team Up!, use the scoring and reset procedure on page 6.

Team Up! / New teams every round

Optional expansion / 3-6 players / About 30 minutes for Three Rounds / Requires the base game

Share each round's income with your team, then score **individually** at the end of the game. Choose Three Rounds or Race to Seven. Teams are redrawn every round. Draw a **?** and even you will not know your team until scoring!

1 Build the deck for your player count

Players	Game cards to use	Deck size
3-4	Yellow backs only	48 cards
5-6	Yellow + green backs	72 cards

Shuffle the required cards together. Give each player 1 Starting Jar, face up, and 1 card as their starting hand. Keep coins in a shared supply; start at 0.

2 Deal the Starting Team cards

Players	Circle	Triangle	?
3	1	1	1
4	1	1	2
5	1	1	3
6	2	2	2

Use only the cards listed for your player count. Shuffle them and deal 1 at random to each player, face up. Set unused Starting Team cards aside. Players showing the same shape are on the same team.

3 Players with a ? draw a Hidden Team card



Shuffle all 3 Hidden Team cards: 1 Circle, 1 Triangle and 1 Square. Each player with a ? draws 1 from this shared set, without replacement.

Do not look! Slide the Hidden Team card face down beneath your ? card. No one may look at it before this round's scoring, including its owner. Keep any undealt Hidden Team cards face down and unseen.

Always include the hidden Square. If you are the only Square player when teams are revealed, you keep your own income. With 4 players, Team Up! uses the drawn teams, not the base game's fixed seating teams.

Team Up! / Scoring and winning

Turns, card effects and mandatory-play rules work exactly as in the base game.

The youngest player starts round 1. Take turns clockwise: draw 1, then play 1. When the Trading Truck is played, end the round and resolve these steps in order.

1 Calculate each player's income

Use the base game prices to total the value of each player's jars. Keep this round's income separate from coins saved in earlier rounds.

2 Reveal the hidden teams

All players with a ? reveal their Hidden Team cards together. Players with matching shapes are now confirmed as teammates.

3 Pool this round's income and divide it equally

Add up the income earned by all players on each team **this round**. Divide it equally among them, rounding each share down to a whole coin. Any remainder stays in the supply. A one-player team keeps all of its own income.

> **Example:** two Circle players earn 8 and 5 coins. Their total is 13, so each receives 6 coins; the remaining 1 stays in the supply.
> Share only this round's income. Coins saved in earlier rounds are never redistributed.

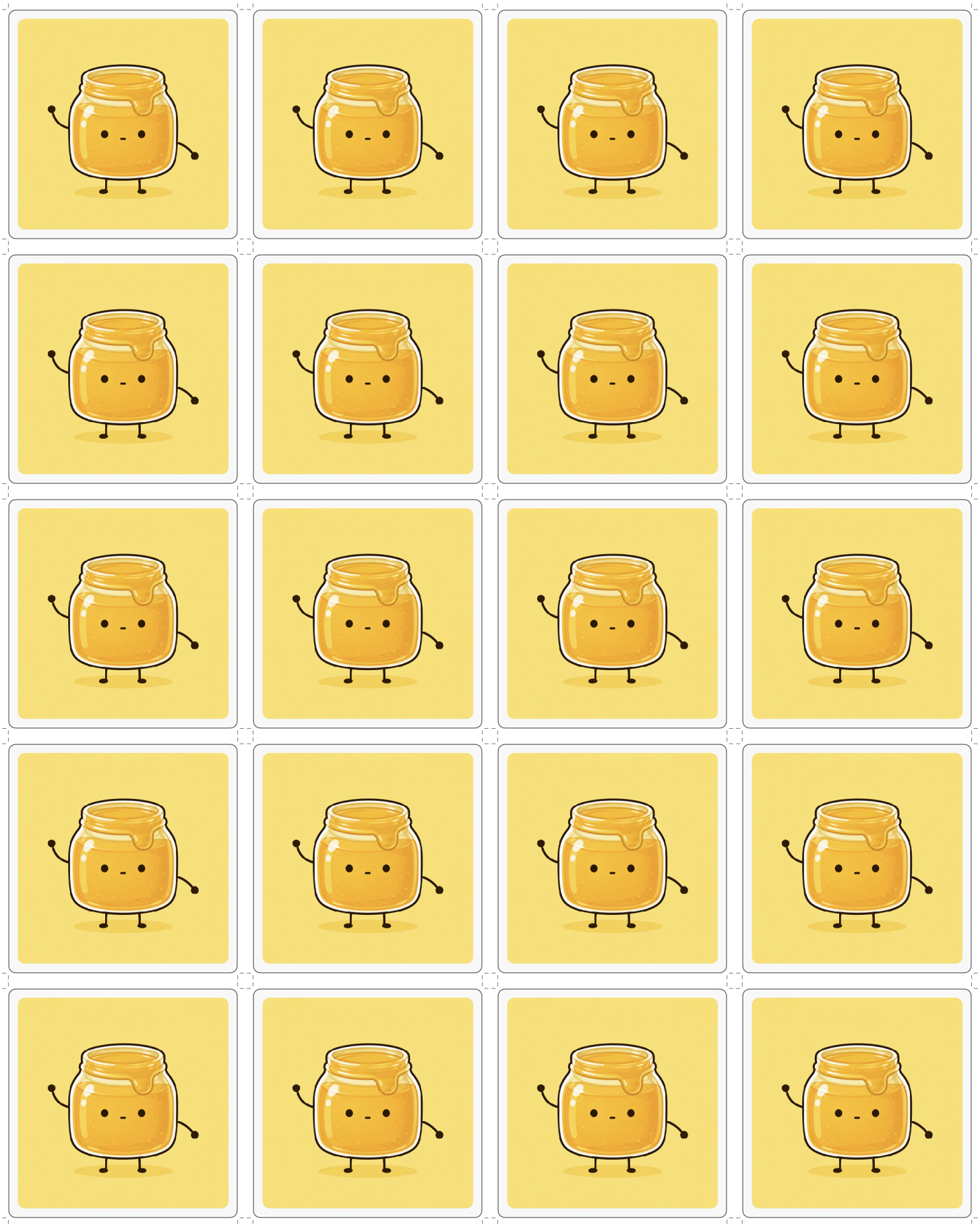
After sharing income, check whether the game ends

Three Rounds: end the game after sharing income in round 3.
Race to Seven: check each player's accumulated coins **after sharing**. If anyone has 7 or more points, end the game. Otherwise, keep playing; there is no three-round limit.
Winning: compare individual coin totals. The player with the most wins; tied leaders share the win. Do not combine the final round's team totals.

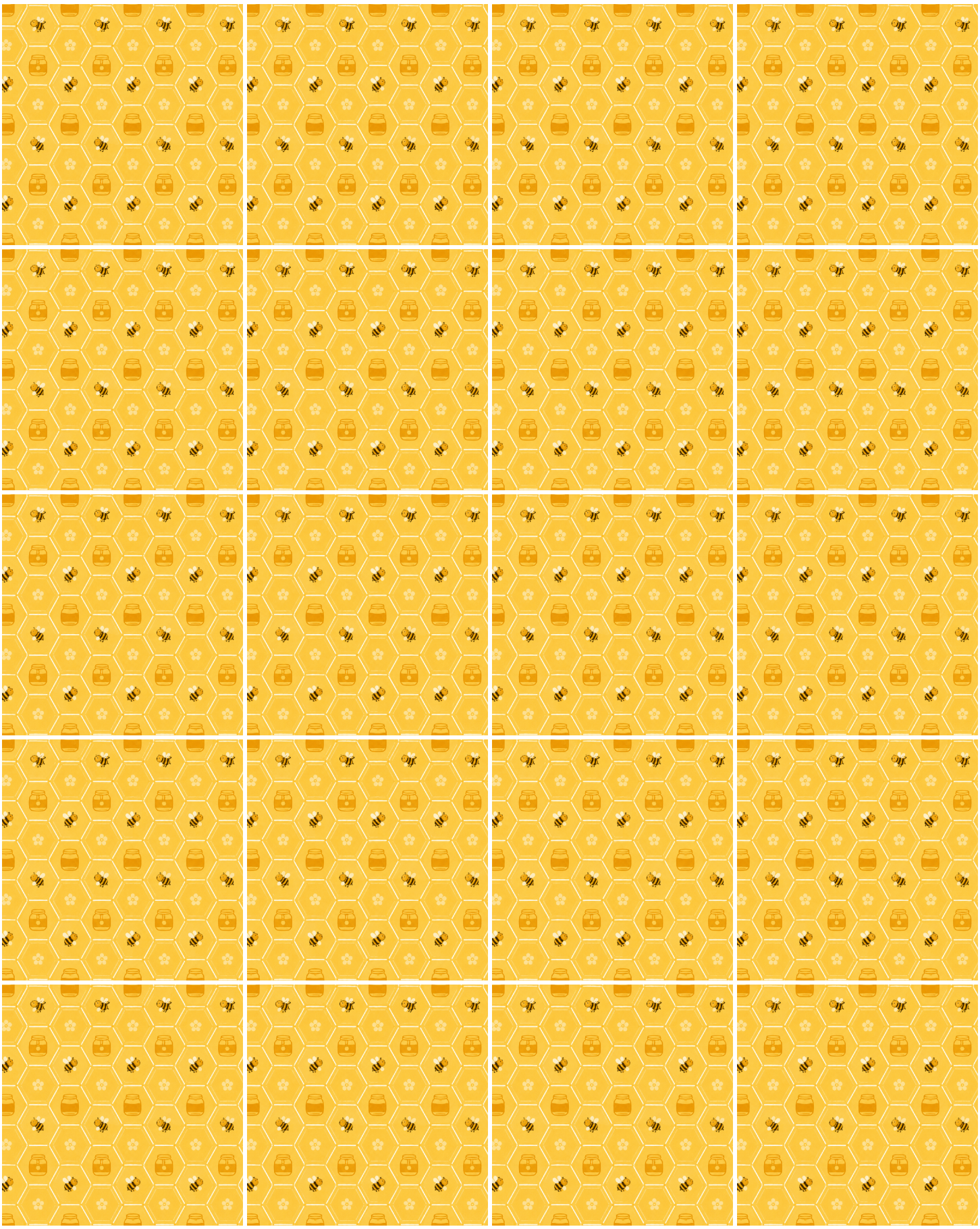
If play continues: keep your coins, draw new teams

Keep all personal coin totals visible. Collect all game cards from the table, hands, discards and remaining draw pile. Shuffle the deck for your player count, then give everyone 1 Starting Jar and deal 1 card to their hand. Collect all Starting Team and Hidden Team cards. Redraw teams using the same setup for your player count. Players dealt a ? draw a new Hidden Team card. **Teams do not carry over.**
From round 2 onward, the player with the fewest **personal** coins starts. Break ties in favor of the youngest of those players.

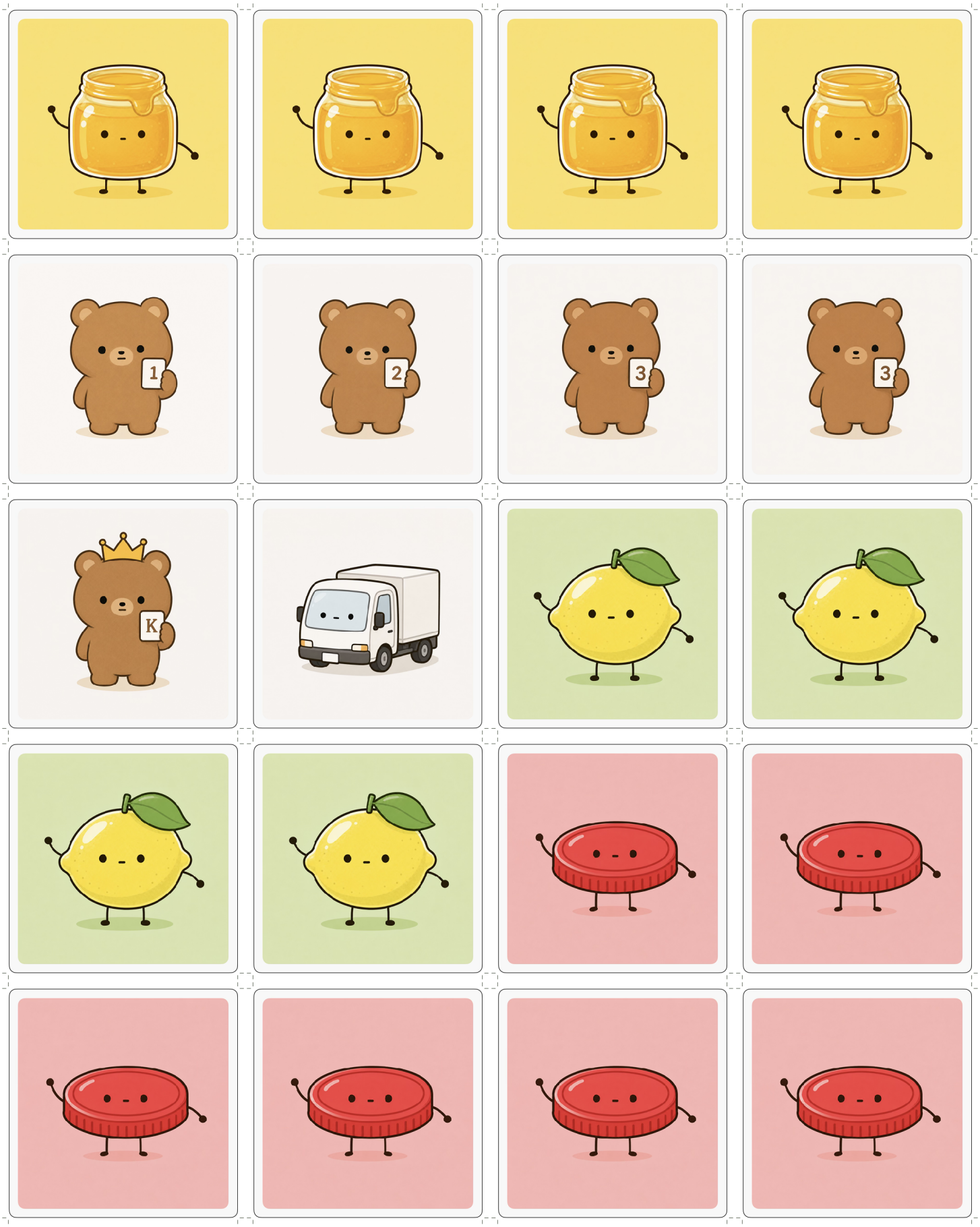
Sheet 1 / FRONT / Yellow game cards



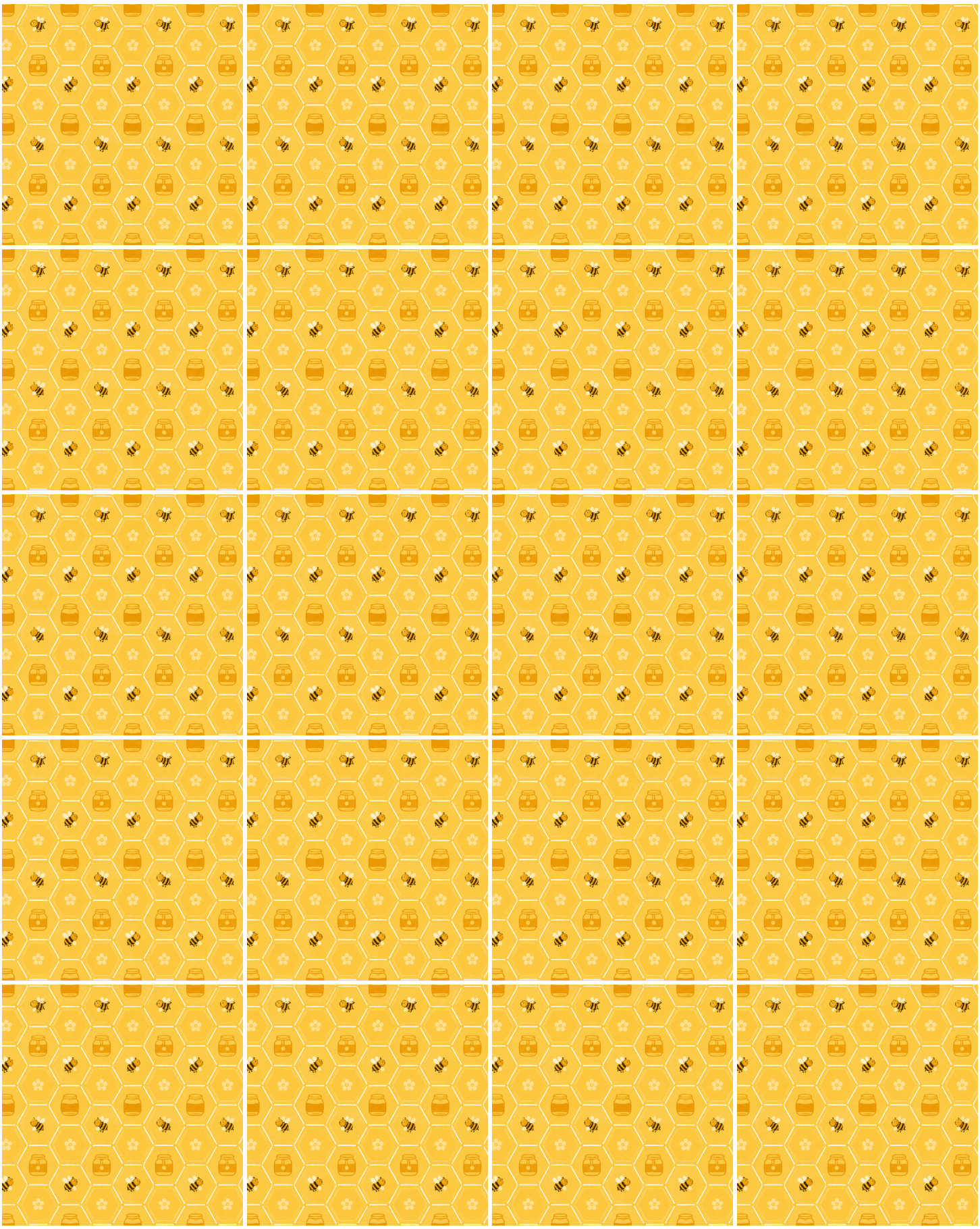
Sheet 1 / BACK / Yellow game cards



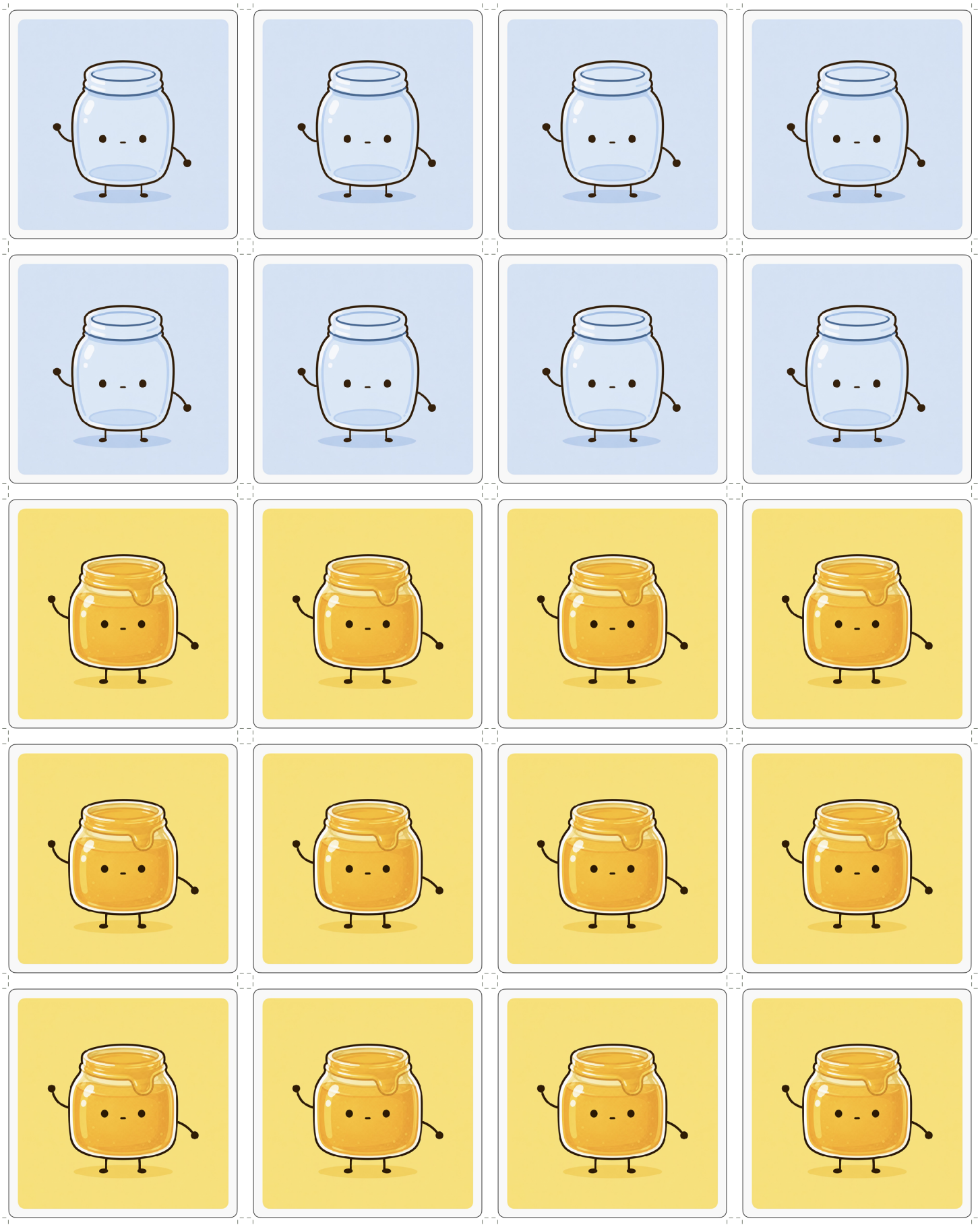
Sheet 2 / FRONT / Yellow game cards



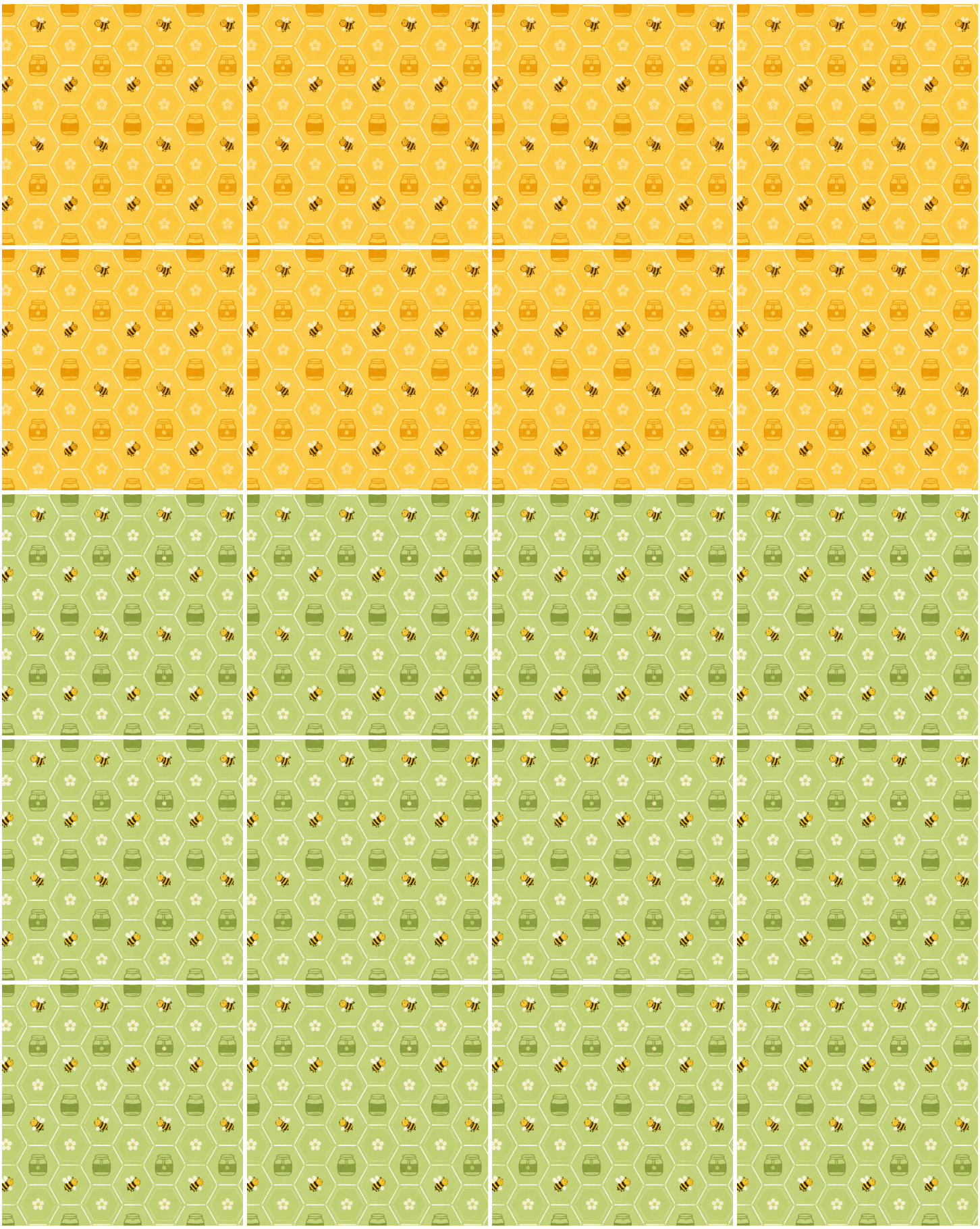
Sheet 2 / BACK / Yellow game cards



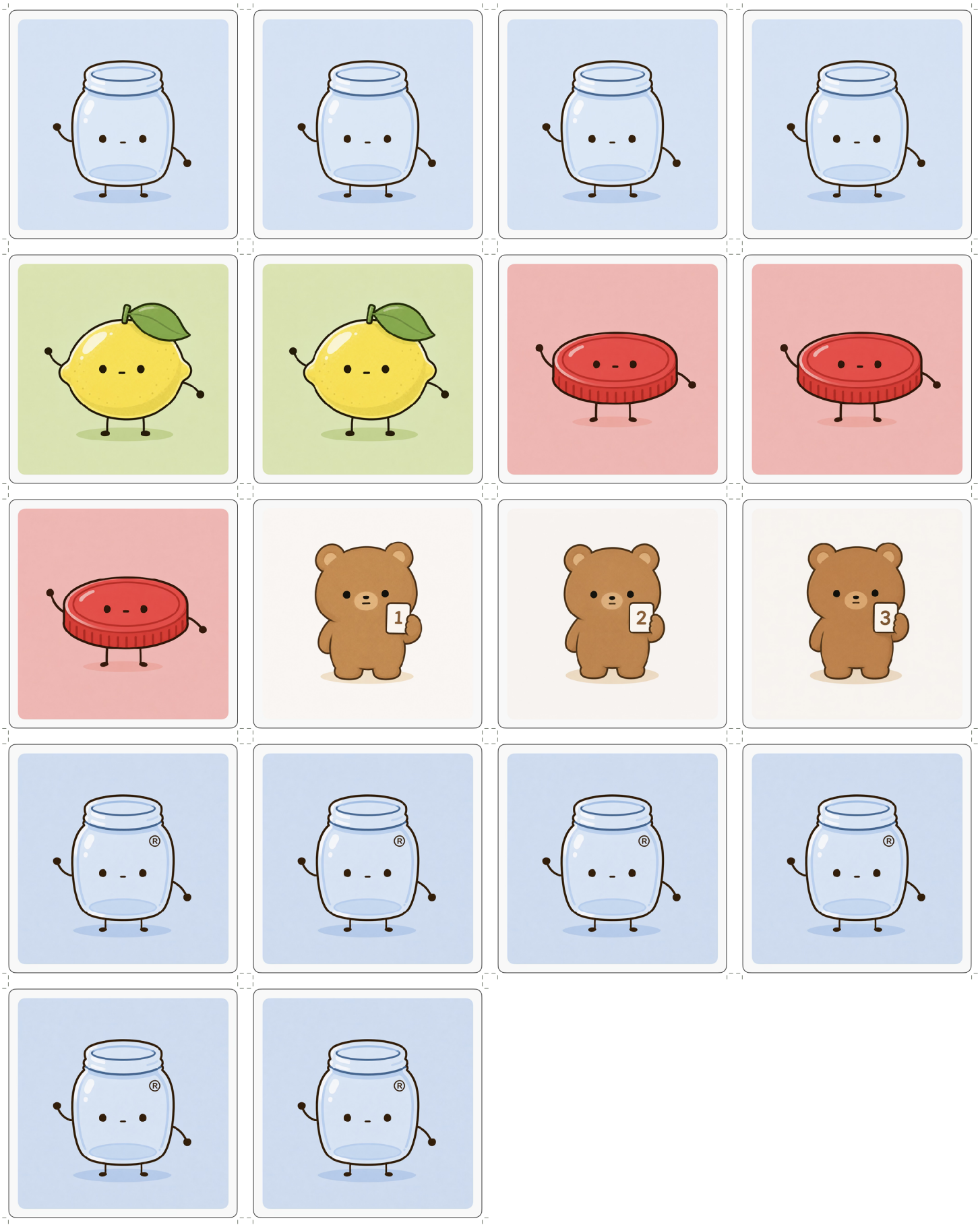
Sheet 3 / FRONT / Yellow Jars + green Honey



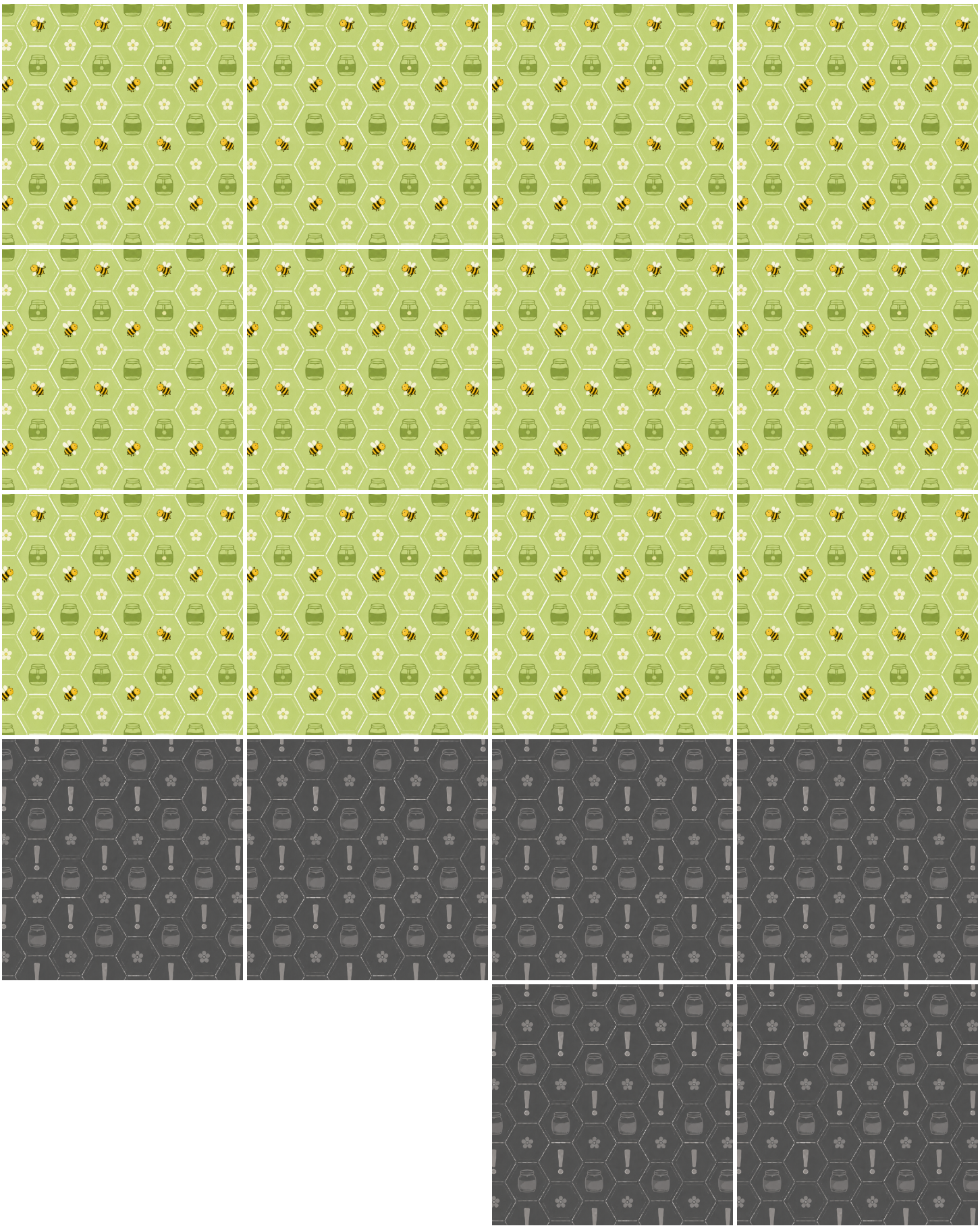
Sheet 3 / BACK / Yellow Jars + green Honey



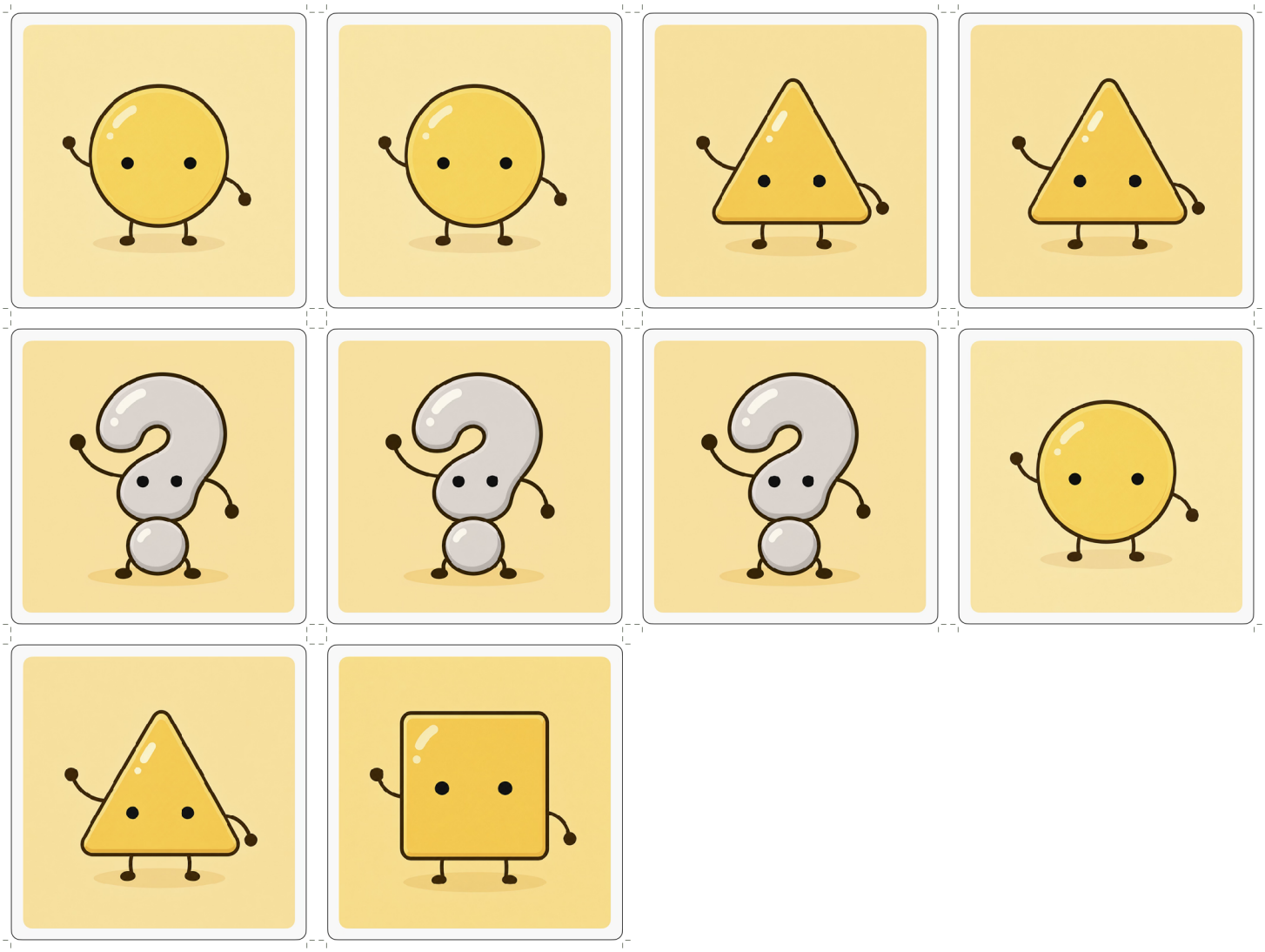
Sheet 4 / FRONT / Green game cards + Starting Jars



Sheet 4 / BACK / Green game cards + Starting Jars



Sheet 5 / FRONT / Starting Team + Hidden Team cards



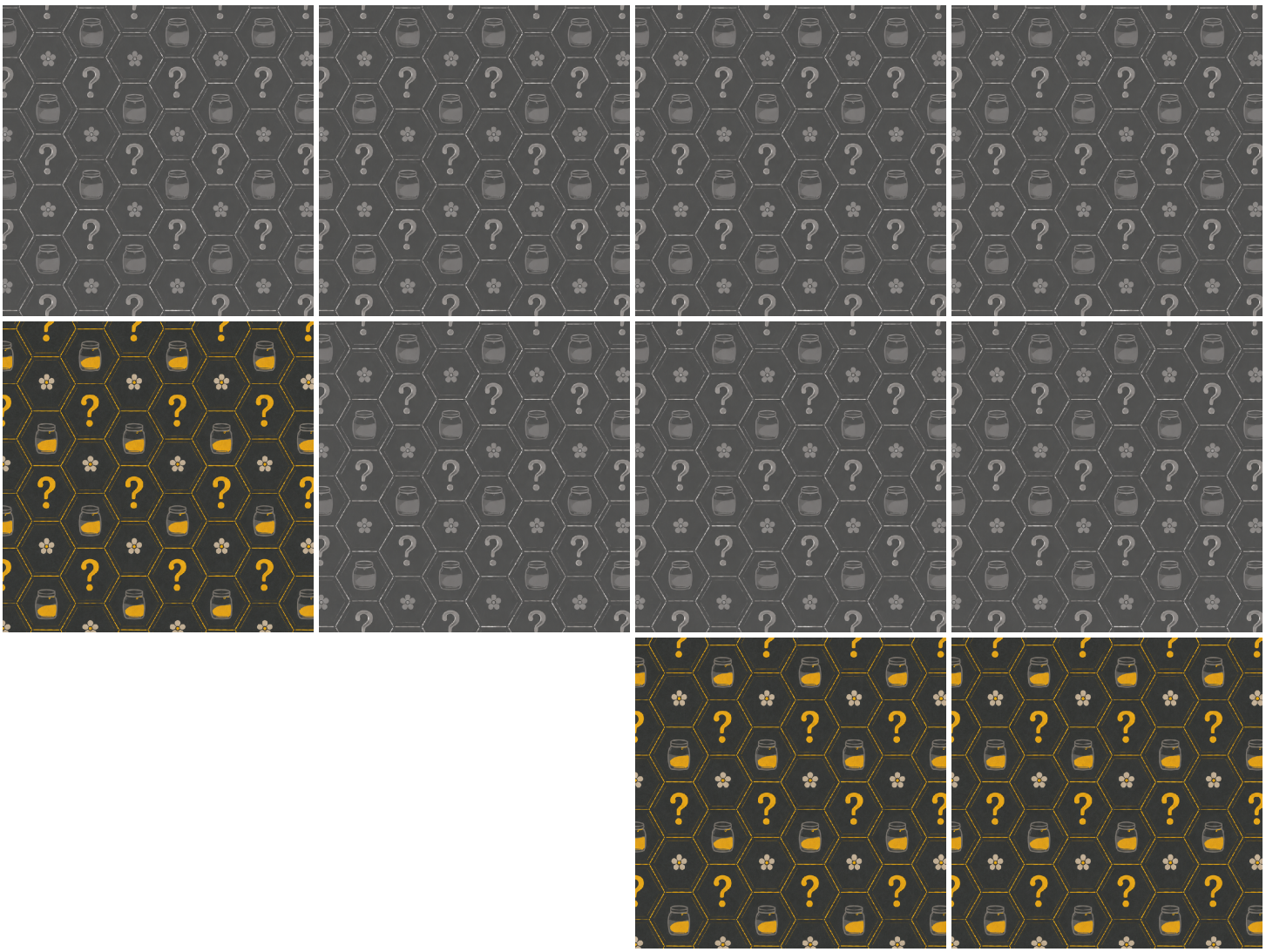
Sorting the team cards

Gray question-mark backs: 7 Starting Team cards. Deal these face up.

Gold question-mark backs: 3 Hidden Team cards. Keep these secret until scoring.

Use all 3 Hidden Team cards, including the Square, in every Team Up! game (3-6 players).

Sheet 5 / BACK / Starting Team + Hidden Team cards



Sorting the team cards

Gray question-mark backs: 7 Starting Team cards. Deal these face up.

Gold question-mark backs: 3 Hidden Team cards. Keep these secret until scoring.

Use all 3 Hidden Team cards, including the Square, in every Team Up! game (3-6 players).