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Honey Bee-Inspired Hex Tile Game
HONEY BOMB
Launches on Kickstarter on October 27, 2020

CAMBRIDGE, Ontario, October 3, 2020—Starting on October 27, 2020, RAMSTAR Games plans to raise \$30,000 through crowd-funding on Kickstarter to bring its first board game to the North American consumer market.

Workers vs Drones! A buzzing battle. Who will take over the hive?

Honey Bomb is a strategic hex tile game reimagining the ancient game of Go based on bee behaviour, with a modern twist. In this double-sided hex tile game, players take turns strategically placing Worker and Drone bees on a flat surface of their choice (table, floor etc), attacking their opponents using the *pincer manoeuvre*, until one player's bees dominate the hive. Strategies evolve with every game, and every game creates an ever changing asymmetrical hive. Play only with bee tiles or include specialty tiles that disrupt the hive in some way (blocking bees or severing parts of the hive). Specialty tiles include Flower Bombs, Bear Blockers, Beekeepers, and Pesticides. This family game is great for 2 players or two 2-player teams, can be learned quickly, and offers three game modes with play time ranging from 20-60 minutes.

Honey Bomb's Kickstarter page goes live on October 27 until November 25, 2020, with pledge tiers starting at \$1. Higher tier rewards include prints, custom made 3D tokens, and original hand-drawn bee artwork by Sean Chappell, which feature in the game.

High-resolution images of the game cover, gameplay, collaborator bios and logos can be found [here](#).

About RAMSTAR Games:

The creators of Honey Bomb are a creative collective who hail from Cambridge and Kitchener, Ontario, consisting of artist Sean Chappell, maker Sabrina Scalarini, and writer Kit Daven, whose combined creative skills and passion for bees have come together to create a new spin on one of the oldest games in the world.

For more information about each collaborator, please visit RAMSTAR Game's website [here](#).

Contact Info & Social Media

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