



FLIGHT OF POLLEN Instructions

FLIGHT OF POLLEN

Deep in the bush of Aotearoa/New Zealand, plants want to seed many new versions of themselves into the future.

So they make flowers. Beautiful flowers which call you to visit.

And when the weather conditions allow you, the pollinators, come visiting.

As you feed, they transform. You pick up and drop off pollen which they use to mix it up a little. You swallow the ensuing berries and (some) seeds, which pass through you, delivered far and wide.

It's a lot of work. Each plant goes to all this effort, so that somewhere, someday, a new one will grow. Grow up and replace the old.

THE GAME

There are four Levels in the game, and each level must be complete (ie open flowers pollinated before they close) before the next level is added.

Each level is eight rounds. When an element card is turned, this determines the weather conditions for that round. This affects your movement, but also these elements (sun, wind, & rain) have their own parts to play.

As teams (DAY/NIGHT) of pollinators, progress through the levels the game mechanics remain unchanged, and additional elements (flowers, pollinators, weather) are introduced.

This is a co-operative and, finally, a competitive game. In each level the teams must co-operate to make sure that all the flowers are pollinated while they're still open. If all levels are successfully completed, then the winning team is the one which collects the most ensuing berries and seeds.

TO BEGIN

Lift the orange lid and, following the instructions, place tiles and pollinators. When this level is complete, keeping the current board, lift the lid on the next level (Level B, turquoise), and add this next level into your game.

For more game playing tips:

How to play videos: <http://kakarikigames.co.nz/how-to-play-flight-of-pollen-video>

Instructions: kakarikigames.co.nz/flight-of-pollen-instructions

Flight of Pollen Forum: kakarikigames.co.nz



FLIGHT OF POLLEN Instructions

LEVEL A. *Pick up and drop off*

Learn the game mechanics; pick up and drop off pollen; work out the weather conditions for flying; small, open perfumed flowers

CONTENTS

8 element cards

Tiles: 4 houhere/lacebark; 4 koromiko/hebe; 4 mānuka

Day Pollinators:

ngaro paira/hoverfly
ngaro huruhuru/native bee
pī honi/honey bee

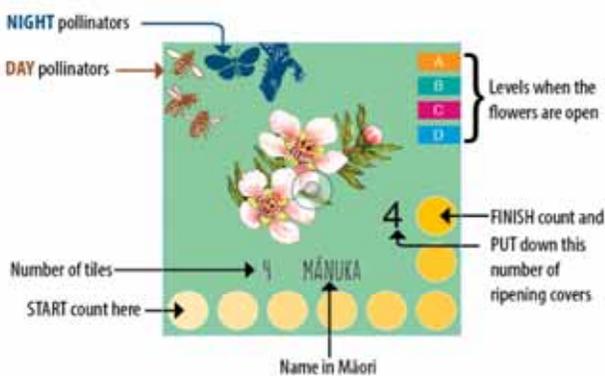
Night Pollinators:

pūrerehua/large hebe looper moth
pūrerehua/North Island zebra lichen moth
purere ti/cabbage tree moth

GAME ELEMENTS

Tiles

Front – Flower



Back – Seed



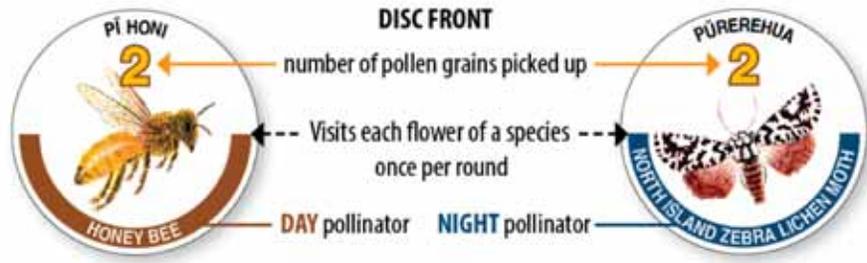
Note: flowers must be pollinated when open or the game may be over



FLIGHT OF POLLEN Instructions

Discs

Pollinators

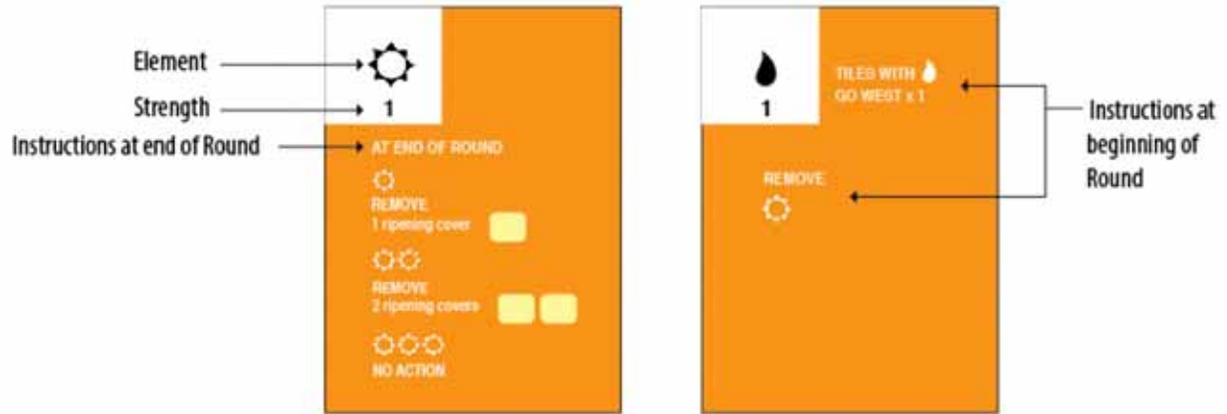


POLLINATOR	TEAM	MOVEMENT
BEE - NATIVE & HONEY	DAY	As insects they visit all the tiles of one species once in round (as shown by a half-circle on their discs)
HOVERFLY	DAY	Move in the same way as other insects but have three turns. Check the number of ticks on the back of their disc
MOTH/S	NIGHT	As insects they visit all the tiles of one species once in round (as shown by a half-circle on their discs)



FLIGHT OF POLLEN Instructions

Element Cards



Each round, the element cards show:

- sun (warmth), wind and/or rain
- at strength: 0, 1, 2 or 3



FLIGHT OF POLLEN Instructions

GAME MECHANICS

Picking up and dropping off pollen

- Visit one tile of the chosen species and pick up pollen grains. You can use a red marker to indicate first tile visited
- Visit another tile of the same species, drop off these pollen grains and pick up more. The amount of pollen dropped off will depend on your pollinator and is the gold number on their disc.
- Each tile has a counting board. Using a pollen counter, add on along the gold circles the number carried
- Continue, until all flower tiles of the same species have been visited once (one flower tile will have no pollen added, because none was dropped off).
- Return the pollinator disc to your hand



NOTE: You can use a marker → ● to indicate the first tile visited.

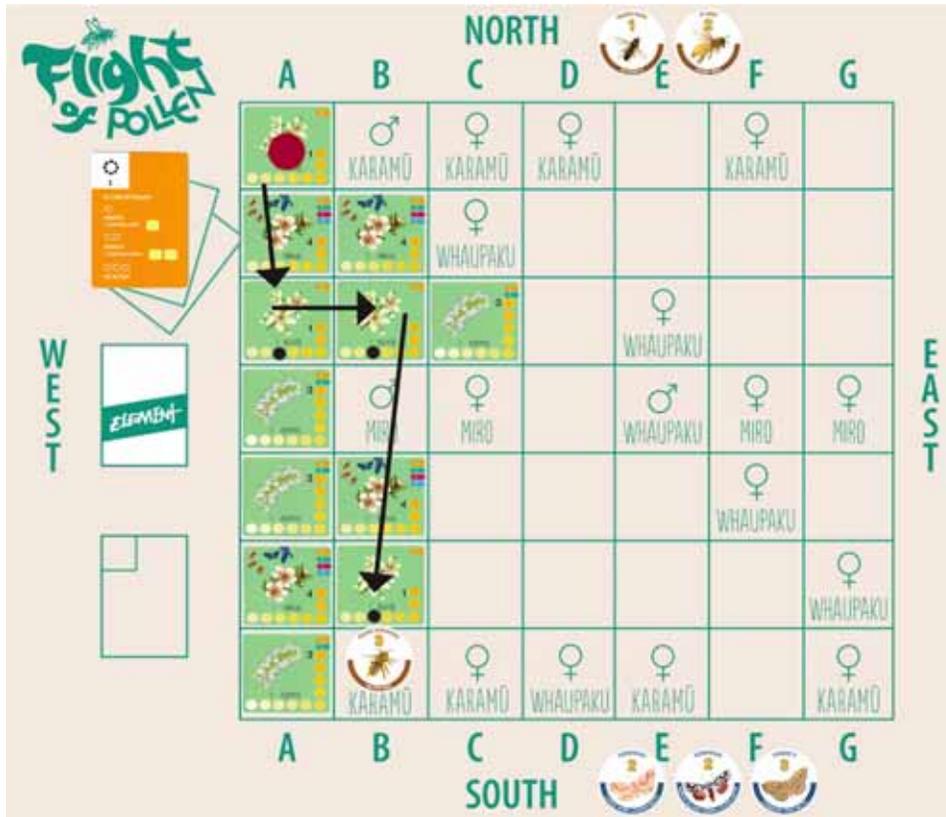


EXAMPLE – NATIVE BEE VISITS MĀNUKA



FLIGHT OF POLLEN Instructions

SAME EXAMPLE – NATIVE BEE VISITS MANUKA. ON GROUND CLOTH



Co-operative play between 2 teams

Flight of Pollen is first and foremost a co-operative game. This means that everyone (no matter on which team) works together to pollinate the flowers. Co-operation is essential to complete each level.

In later levels, when seeds and berries appear, some of these can be collected for points, by either team. If all levels are complete, then the top-scoring team wins.



FLIGHT OF POLLEN Instructions

Levels

There are four Levels in the game, each with its own colour & letter: **A, B, C & D**. When a level is shown on a tile, the flowers are open.

At the beginning of each new level some flowers open (their colour & letter begin), some remain open, and some close at the level's end (no further colour & letters on the tile).

Also, at the beginning of each new level, new pollinators join (colour on the back of their disc), and these remain with you until game end.

IF you complete a level, you can either:

- add the next level to the game, or
- leave the game there, and come back to continue later, or
- take a photograph of the game so that you can come back to this point later on

IF at the end of a level, some flowers close unpollinated, and if you have not completed this level, then:

- pack up the tiles and discs in bags for the level in which they began, and
- start at the beginning again

NOTE:

- pollinators have the colour on the reverse side
- tiles go in the first level in which they appear ie a tile with A and B is put in the bag for Level A (orange)



FLIGHT OF POLLEN Instructions

Placement of element cards

At the beginning of each round

- Turn over an ELEMENT card
 - place SUN cards at the top and fan them out (each remains active)
 - for all other cards, follow the instructions and then place cards face up on the lower pile, with active element card on top





FLIGHT OF POLLEN Instructions

Determining if you can move in these conditions

At the beginning of each round, once an element card has been turned, look on the back of each pollinator disc to see who can move.

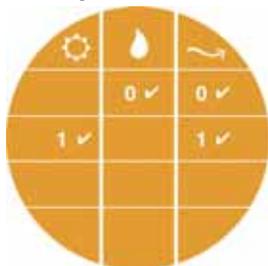
IN ORDER, READ . . .



- 1 If you have a tick at sun strength (0, 1, 2 or 3), then read the active card on the lower pile *NOTE: NO SUN CARD = 0*
- 2 If you have a tick at wind and/or rain strength (0, 1, 2 or 3) THEN YOU CAN MOVE

SAMPLE MOVES

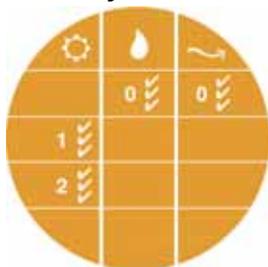
Honey Bee



Sun	Rain	Wind	Moves
0 Sun	0 or any cards	0 or any cards	0
1 Sun	No cards	No cards	1
1 Sun	0 Rain	0 Wind	1
1 Sun	0 Rain	1 Wind	1
1 Sun	1 Rain	0 or any cards	0
2 or 3 Suns	0 or any cards	0 or any cards	0

If the Honey Bee can move, it can visit all the flower tiles of one species. It picks up and then drops off two pollen grains (gold 2 on front of its disc). The (brown) half circle on the front of the disc means it does not return to the flower it started on to drop off pollen (use marker)

Hoverfly



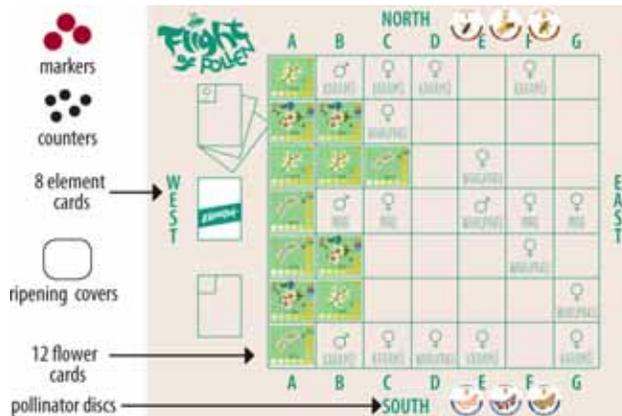
Sun	Rain	Wind	Moves
0 Sun	0 or any cards	0 or any cards	0
1 Sun or 2 Suns	No cards	No cards	3
1 Sun or 2 Suns	0 Rain	0 Wind	3
2 Suns	No cards	No cards	3
2 Suns	1,2 or 3 Rains	1,2 or 3 Winds	0
3 Suns	0 or any cards	0 or any cards	0

If the Hoverfly can move, it can visit all the flower tiles of one species. Because it has three ticks, it picks up and drops off one pollen grain three times, OR one pollen grain to three species, OR a combination. The (brown) half circle on the front of the disc means it does not return to the flower it started on to drop off pollen (use marker).



FLIGHT OF POLLEN Instructions

SET UP



Above: *Flight of Pollen setup and ready to play.*

- 1) PUT DOWN the ground cloth, and place other items from the small box to the side of the cloth (black counters, red markers & white ripening covers)
- 2) For the first go-through, LEAVE the grey element cards in the small box
- 3) TAKE OUT orange Level A items ONLY
- 4) Place the tiles, flower side up (green), in random order on the ground cloth filling column A, then 4 blank spaces in column B and 1 in C. Do not place tiles on named squares
- 5) SHUFFLE the 8 element cards and place them face down on the ground cloth in the space provided
- 6) CHOOSE your teams DAY or NIGHT, taking the amount of pollinators to match the number of turns (below). One team sits to the North and the other team sits to the South. *(it doesn't matter which team sits North or South)*

Choose your team – DAY or NIGHT

There are two teams the DAY team (brown) and NIGHT team (navy blue). Choose pollinator discs for you team.

2 players: 1 per team

3-4 players: 2 per team

5-6 players: 3 per team

The number of pollinator discs determines the number of turns per round.

Each pollinator can only be used once in a round

NOTE: The number of turns per round is consistent through ALL levels

PLAY

- Turn over an element card and place it in its correct position (placement)
- Check the back of your team's discs to determine who can move in these weather conditions
- Cooperatively decide which flower species you will pollinate, noting which flowers are open for this level only ie houhere



FLIGHT OF POLLEN Instructions

- The order of play is, all pollinators (elements allowing) of one team move. Then the other team. This is the order of play for this level
- Within their movement rules, each pollinator takes a turn to visit all tiles of one species once (unless hoverfly). Each picks up and then drops off the number of pollen grains shown on their disc.

NOTE: Each pollinator can only be played once in a round

End of round

1. At the end of each round, if you have any active sun cards, follow the instructions on them

NUMBER OF ACTIVE SUNS	ACTION
ONE	REMOVE ONE RIPENING COVER FROM EACH TILE
TWO	REMOVE TWO RIPENING COVERS FROM EACH TILE
THREE	NO ACTION

2. If all ripening covers are removed from a tile, turn the tile over. This reveals seeds that are carried by wind or water in following rounds
3. If any of your flowers have been fully pollinated (ie the counter has reached to or past the last gold dot), then remove the counter and put down the number of ripening covers (white squares) written beside the last gold dot

Beginning the next round

The next round begins when everyone, who can, has had a turn, and repeats by turning another element card.



FLIGHT OF POLLEN Instructions

TYPE OF CARD	BEGINNING OF ROUND ACTION
RAIN	REMOVE NUMBER OF SUNS INDICATED ON CARD. IF ANY OF YOUR FLOWERS HAVE TURNED OVER TO BECOME SEEDS, AND IF THEIR TILE HAS A RAIN SYMBOL, THEN EACH SEED TILE MOVES TO THE LEFT (WEST), BY THE NUMBER OF SPACES GIVEN ON THE CARD
WIND	IF ANY OF YOUR FLOWERS HAVE TURNED OVER TO BECOME SEEDS, THEN THE WIND CARRIES EACH SEED TILE ACROSS THE BOARD TO THE RIGHT (EAST) BY THE NUMBER OF SPACES GIVEN ON THE CARD

Continue further rounds until all the element cards have been turned. Level A is now complete.

COMPLETING Level A

You have successfully completed Level A, IF all flowers* that have an orange A only (ie all houhere tiles) either have ripening covers, or are ripened / turned over

*in 2-player game, one flower tile of the species, can remain unpollinated (remove this tile)

When you have successfully completed Level A, open and add [Level B](#)



FLIGHT OF POLLEN Instructions

Level B. *One way trip*

Separate male and female plants and flowers; wind is a pollinator too; moving seed tiles

CONTENTS

Tiles:

3 female miro; 1 male miro

6 female karamū/coprosma; 2 male karamū/coprosma

5 female whaupaku/five finger; 1 male whaupaku/five finger

Day Pollinators:

pī rorohū/bumble bee

Night Pollinators:

moko pirirākau/forest gecko



FLIGHT OF POLLEN

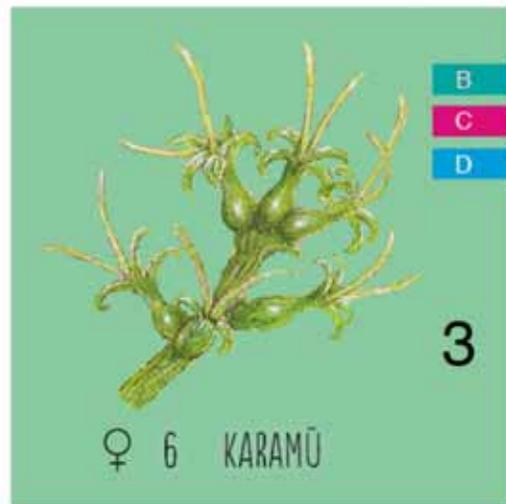
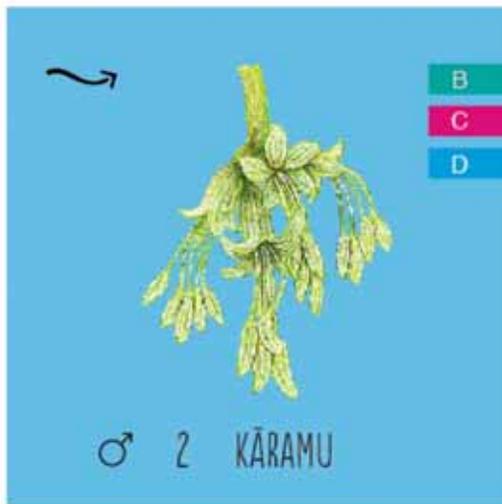
Instructions

GAME ELEMENTS

Tiles

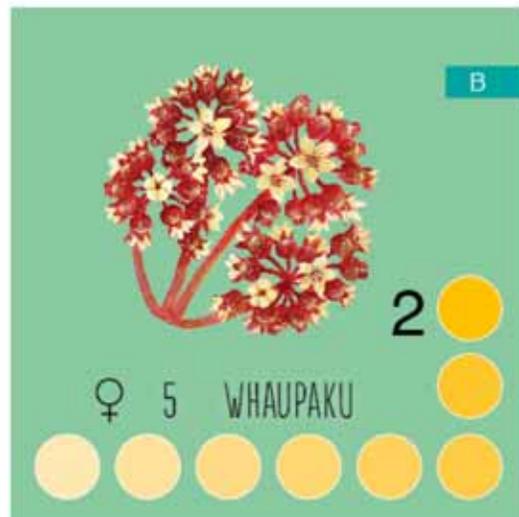
The flowers that open in this level have separate male and female plants / flower tiles

WIND POLLINATED FLOWERS



Miro and Karamu are wind pollinated. When the wind blows it lifts the male pollen tile across the board. When this tile lands on or passes over the female flower tile of the same species, then she is fully pollinated. She needs no counting board.

INSECT, GECKO, AND BIRD POLLINATED TILES





FLIGHT OF POLLEN Instructions

Whaupaku / five-finger is pollinated by first visiting the male to pick up pollen, and then visiting the female to drop it off. Use the counting board as in Level A.

NOTE: your pollen load is gone with one visit to a female. You may only return to the male in this round, if your movement rules allow!

Discs

GECKO (NIGHT)

- ℓ Gecko can start anywhere on the board
- ℓ Each turn, it can move 6 spaces up and down, left and right (not diagonally), and backwards and forwards, including onto and across empty squares
- ℓ Like other pollinators it picks up and drops off pollen, but it can pollinate the same plant multiple times in one round eg going backwards and forwards between 2 plants that are close on the board
- ℓ Once the gecko is on the board it starts future rounds from where it finally sat

When tiles move on the ground cloth

- ℓ if gecko is covered by another tile it moves to the top
- ℓ If the tile they are sitting on moves, they move with it
- ℓ If moved off the ground cloth, they cannot return

BUMBLE BEE (DAY)

Moves like all other insects, visiting all the tiles of a species once in a round ie cannot visit the male twice to pick up more pollen!

NOTE: does not visit manuka flowers (is not shown on tile)

GAME MECHANICS

Wind and Water

If a tile shows the Wind then, when a wind element card is turned, at the beginning of the round, these tiles (pollen and seeds) are blown across the ground cloth to the East. Move them across the same number of squares as the wind strength

If a tile shows the Water then, when a water element card is turned, at the beginning of the round, move these tiles across the ground cloth to the West. Move them across the same number of squares as the water strength

Once a tile has been blown off the cloth it is no longer in play.



FLIGHT OF POLLEN Instructions

SET UP

1. Shuffle the orange element cards and place them face down on the ground cloth in the space provided
2. Place the tiles (from Level B, turquoise) on the ground cloth - matching both names and gender. Placement of these are important to allow the wind to carry the male pollen to the female tree. If a tile from Level A has moved onto one of these marked spaces, the new flower tile goes on top.

A	B	C	D	E	F	G
	♂ KARANGI	♀ KARANGI	♀ KARANGI		♀ KARANGI	
		♀ WHAUPOKU				
				♀ WHAUPOKU		
	♂ PHEE	♀ PHEE		♂ WHAUPOKU	♀ PHEE	♀ PHEE
					♀ WHAUPOKU	
						♀ WHAUPOKU
	♂ KARANGI	♀ KARANGI	♀ WHAUPOKU	♀ KARANGI		♀ KARANGI

3. Add a new turquoise pollinator to each team.
4. Remember each team has only the same number of turns as in Level A. But you choose each round, after an element card is turned, which pollinator/s to play, based on strategy.

PLAY

1. The other team begins each round for this level
2. Rounds continue in the same way as Level A.
3. Level B is complete when all element cards have been turned. Remove the male whaupaku/five-finger tile, as it has ceased making pollen

NOTE If one tile sits on top of another tile it blocks any actions of the tile underneath ie cannot be pollinated, ripening covers cannot be removed

COMPLETING Level B

You have successfully completed Level B, if all flowers* that have A &/or B only, either have ripening covers, or are ripened / turned over

*in 2-player game, it is acceptable if all, except one flower of a species, have been fully pollinated

When you have successfully completed Level B, open and add **Level C**



FLIGHT OF POLLEN Instructions

LEVEL C. *Passing through*

Specialised pollinators and berry eaters; berry transport (passing through); tube flowers; wild weather conditions

CONTENTS

Tiles: 4 harakeke/flax; 5 tī kouka/cabbage tree; 3 pūriri;
3 kōwhai; 3 kōtukutuku/tree fuchsia

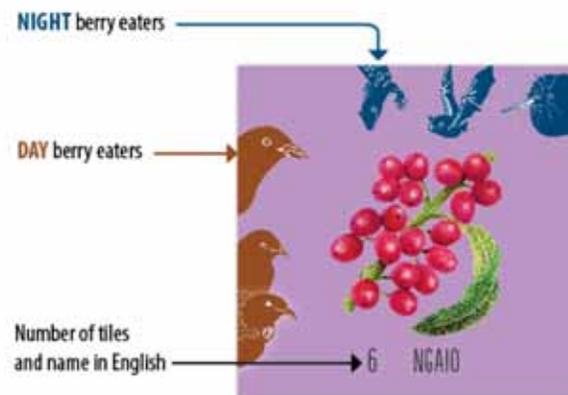
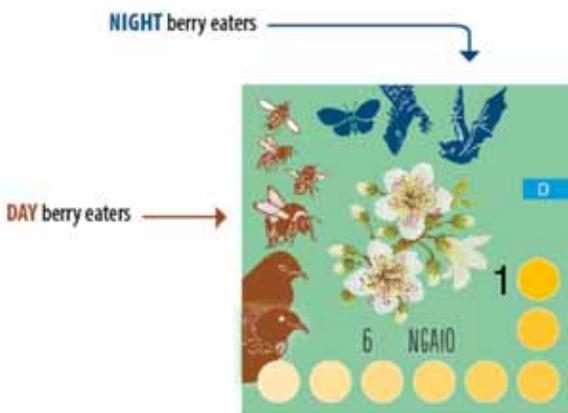
Day Pollinators/Berry Eaters:
korimako/bellbird; tūī

Night Pollinators/Berry Eaters:
pekapeka/short-tailed bat

GAME ELEMENTS

Tiles

Specialised Pollinators



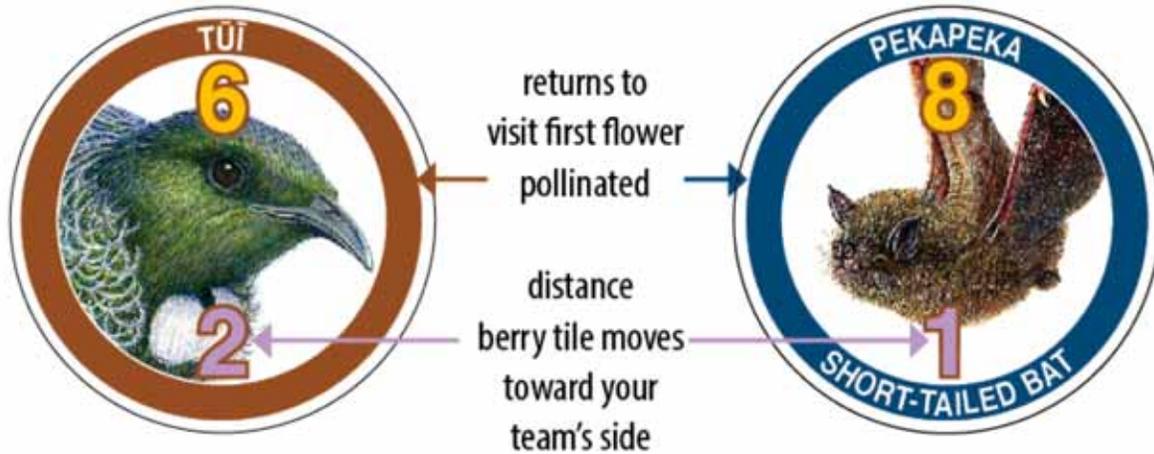
From now on a pollinator or a berry eater, must be shown on a tile to visit it. There are navy blue images of the night time pollinators on the top of the tile, and brown images of the day time pollinators on the left.

Discs



FLIGHT OF POLLEN Instructions

Pollinators / berry eaters



- These new pollinators both pollinate (gold number on disc) and move berries (pink number on disc). As does gecko. You can choose either action depending on strategy
- The pink number is the distance the berry or seed tile moves toward your team
- The full circle means – returns to the first flower pollinated

Element Cards

Choose your LEVEL OF DIFFICULTY

- Take the grey element cards out of the small box
- You can increase the level of difficulty at this point (or earlier). From your orange element cards take out one or two calm cards ie rain/wind cards with the zero
- Replace them with the same number of grey element cards
- You can choose grey element cards either randomly (shuffle first) OR deliberately

Idyllic: 2 players: 0 grey cards
3-6 players: 1 grey card, levels C&D only

Patchy: 1 grey card per level

Wild: 2 grey cards per level



FLIGHT OF POLLEN Instructions

GAME MECHANICS

Moving Berries (and sometimes seeds)



- Teams want to collect as many berries (and seeds) as possible (in order to win), but not at the expense of leaving flowers unpollinated - this could result in the level not being complete and having to restart the game!
- If a player decides to move berries or seeds, they must first check that they are shown on these berry or seed tiles. They then move all tiles of that species toward their team by as many squares as the pink number on their disc

Capturing gecko

- Gecko can both pollinate and move berries in the same round
- If gecko WALKS onto a berry tile, then the tile moves by 2 squares, toward its team
- When walking gecko does not move with a tile, but stays in position.
- A tile can be moved multiple times (within gecko's rules of movement)
- If the gecko is SITTING on top of a tile, and that tile is moved, then gecko moves with it
- If gecko goes off the ground cloth then it cannot return
- If the day team captures it on a berry tile then:
 - Gecko can be saved for the end of the game, scoring +2 toward final points, OR
 - the day team can use it as a playing disc



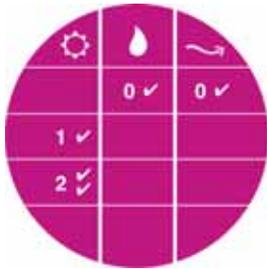
FLIGHT OF POLLEN Instructions

Pollinator Movement/s

POLLINATOR	MOVEMENT
TUI (DAY)	All birds are able to return to the first flower pollinated. This is indicated by the full circle border on the front of the disc.
BELLBIRD (DAY)	Same as the tui, but are able to complete multiple turns (berries &/or seeds) depending on the weather. Indicated by the number of ticks on the back of the disc.
SHORT-TAILED BAT (NIGHT)	Bats are great pollinators as indicated on their disc. Like the bellbird, bats may have two turns and make choices based on strategy.
GECKO (NIGHT)	from Level C gecko starts to move berries as well as pollinate. It can do both in one turn, within their movement rules.

Sample Moves:

Short-Tailed Bat



Sun	Rain	Wind	Moves
0 Sun	0 or any cards	0 or any cards	0
1 Sun	No cards	No cards	1
1 Sun	0 Rain	0 Wind	1
2 Sun	No cards	No cards	2
2 Sun	0 Rain	0 Wind	1
2 Sun	1,2 or 3 Rain	1,2 or 3 Rain	0
3 Suns	0 or any cards	0 or any cards	0

If the Short-Tailed Bat can move it can take 8 pollen grains to all the tiles of one species. The (Blue) full circle on the front of the card means they can pollinate the flower they start on OR they can move all the berry tiles of one species one square toward their team.



FLIGHT OF POLLEN Instructions

SET UP

1. SHUFFLE the 8 cards. You may now have a mix of orange and grey element cards according to your chosen level of difficulty. Place them face down on the ground cloth in the space provided
2. Place the tiles (from Level C, pink) randomly starting in column C. Continue across D, E, F and G, then start again in A
3. ADD all available pink pollinators to the teams

PLAY

1. The other team now begins all the rounds for this level
2. Remember each team has only the same number of turns as in Level A. But teams choose each round, after an element card is turned, which pollinator/s or berry eaters to play, based on strategy.
3. Rounds continue in the same way as Level A.
4. Level C is complete when all element cards have been turned

COMPLETING Level C

You have successfully completed Level C, if all flowers* that have A, B &/or C only, either have ripening covers, or are ripened / turned over

*in 2-player game, it is acceptable if all, except one flower of a species, have been fully pollinated

When you have successfully completed Level C, open and add [Level D](#)



FLIGHT OF POLLEN Instructions

LEVEL D. *Counting the load / seeding into the future*

Specialised berry eaters; brush flowers; paths to the future

CONTENTS

Tiles: 6 ngaio; 1 rātā; 2 rewarewa

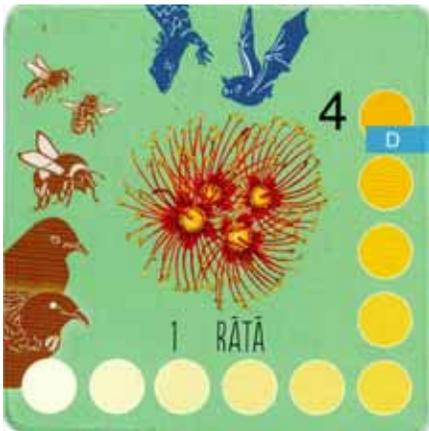
Day Pollinators/Berry Eaters:
kererū

Night Pollinators/Berry Eaters:
kiwi/brown kiwi

GAME ELEMENTS

Tiles

RATA



There is one rata. Pollinators move pollen from one flower to another in the same rata tree so allowing it to (sometimes) self-pollinate. (Visiting is pollinating)



FLIGHT OF POLLEN Instructions

DISCS

Specialised berry eaters

EXAMPLE MOVES

Brown Kiwi



Sun	Rain	Wind	Moves
0 Sun	0 or any cards	0 or any cards	0
1 or 2 Sun	No cards	No cards	1
1 or 2 Sun	0,1 Rain	0 Wind	1
1 or 2 Sun	0,1 Rain	1 Wind	2
3 Suns	0 or any cards	0 or any cards	0

If the wind blows then kiwi has a second turn (more drop to the ground)

NOTE: although kiwi WALKS, it still returns to your hand

GAME MECHANICS

Grey Element Cards

Stay with the same number of grey element cards as the previous level ie maintain this level of difficulty. But you can swap the Level C grey card/s for others, should you choose

SET UP

1. SHUFFLE the 8 orange (and grey) element cards and place them face down on the ground cloth in the space provided
2. Place the tiles (from Level D, blue) randomly starting in column D. Continue across E, F and G, then start again in A
3. ADD a berry eater to each team



FLIGHT OF POLLEN Instructions

PLAY

1. The other team now begins all the rounds for this level
2. Remember each team has only the same number of turns as in Level A. But teams choose each round, after an element card is turned, which pollinator/s or berry eaters to play, based on strategy.
3. Rounds continue in the same way as Level A.
4. Level D is complete when all element cards have been turned

COMPLETING Level D

You have successfully completed Level D, if all flowers* either have ripening covers, or are ripened / turned over, or are covered by another tile

*in 2-player game, it is acceptable if all, except one flower of a species, have been fully pollinated

IF YOU HAVE SUCCESSFULLY COMPLETED LEVELS A, B, C, & D, then

Add up scores to determine who the winning team is:

Each berry tile+1. Captured gecko +2

Top scoring team wins!

PUTTING FLIGHT OF POLLEN BACK IN ORDER is essential for the successful playing of the next game

Pack the tiles and pollinator cards into their level:

- pollinators have the colour on the reverse side
- tiles go in the first level in which they appear ie a tile with A and B goes in Level A (orange)
- levels and colours are: **LEVEL A** **LEVEL B** **LEVEL C** **LEVEL D**