



I N S T R U C T I O N S ►

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Pick up and drop off

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Wind is a pollinator too

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Passage of seed

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A path to the future

## **NOTE:**

Each chapter must be successfully finished before opening the next

# FLIGHT OF POLLEN

When a plant is old enough, it starts making flowers. Each flower is an open invite to you, as pollinators, to come visit.

If the flower's right for you, and if it's a good day to be out (weather helps / weather hinders), then by DAY and by NIGHT, you'll come.

As you come to drink nectar, you move pollen. The male pollen grains travel out on your body, and then, next stop, the female receptacles collect them back in.

If you all work together, and carry enough pollen from flower to flower, then the winning team is the one that collects the most (ensuing) berries and seeds.

## THE GAME

There are four Chapters in the game, and each chapter must be successfully finished, before the lid of the next chapter is lifted.

Each chapter is eight rounds / element cards. When a card is turned, this determines the weather conditions for that round. This affects your movement, but also these elements have their own parts to play.

If you, as a pollinator, can move in a round (back of disc), then you visit all the plant tiles of one species on the ground-cloth. You each have different rules of movement, and carry different pollen loads (front of disc).

The two teams (DAY and NIGHT) need to cooperate to make sure that flowers receive enough pollen, while they're still open, ie before chapter end. That done, ripening of seeds and berries then begins.

When the lid on a new chapter is lifted, new flowers, pollinators / berry eaters and weather elements come onto the ground-cloth. As further pollinators are added and once the element card has been turned each round, your team chooses who to use – based on strategy.

With your help, and with that of the elements, somewhere, someday, a new plant will grow. Grow up to replace the old. The same: but different.

## TO BEGIN

Lift the orange cover and, following the instructions, place tiles and pollinators. This chapter must be successfully finished before lifting the lid on the next.

### **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](http://kakarikigames.co.nz/flight-of-pollen-instructions)

Flight of Pollen Forum: [kakarikigames.co.nz](http://kakarikigames.co.nz)



# ▶ CHAPTER A

## PICK UP AND DROP OFF

### 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

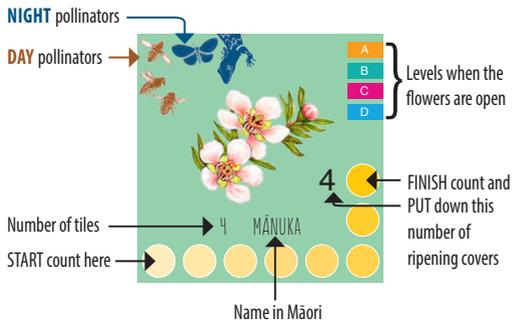
pūrerehua/North Island zebra lichen moth

purere ti/cabbage tree moth

### GAME ELEMENTS

#### TILES

##### Front – Flower

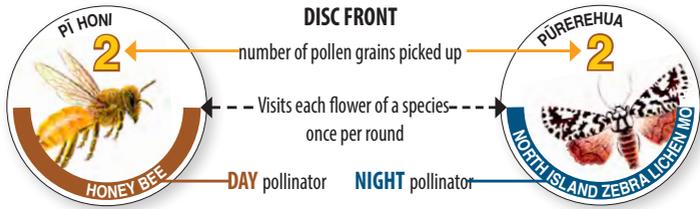


##### Back – Seed



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

## 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)

## ELEMENT CARDS



Each round, the element cards show:

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

## 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. Move the pollen counter along the gold circles by the amount dropped off
- 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

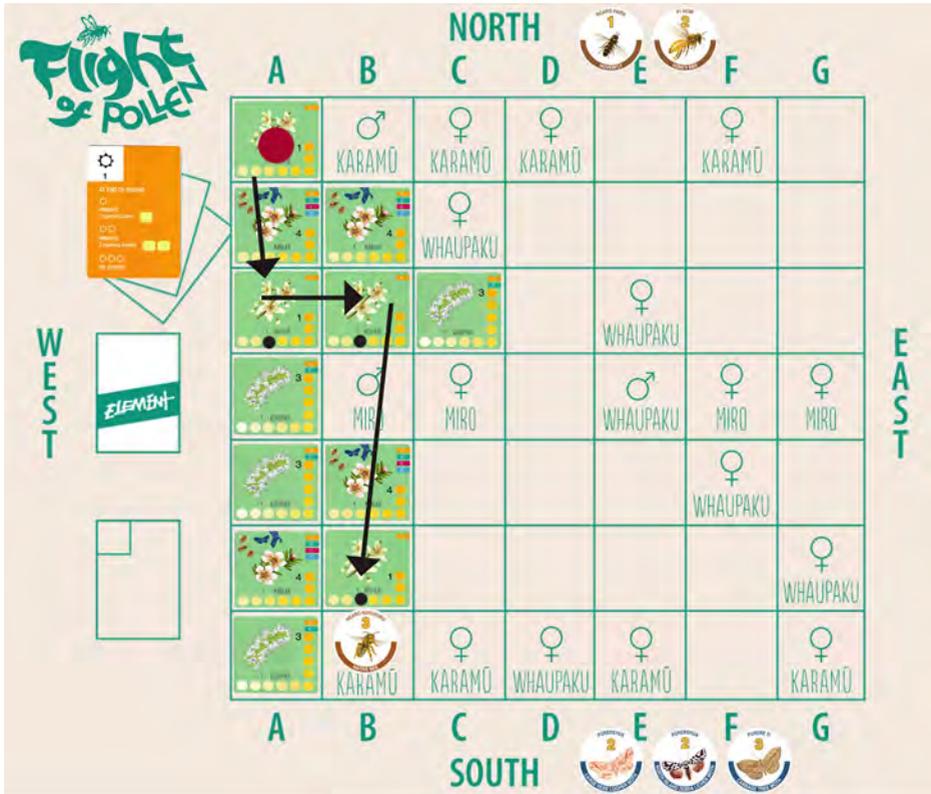
### EXAMPLE – NATIVE BEE VISITS MANUKA



*Note: You can use a marker → ● to indicate the first tile visited*



**SAME EXAMPLE ON GROUND CLOTH, NATIVE BEE VISITS MANUKA.**



**CO-OPERATIVE PLAY BETWEEN TWO 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 chapter.

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

## CHAPTERS

There are four Chapters in the game, each with its own colour and letter:



When a chapter is shown on a tile, the flowers are open.

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

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

IF you successfully finish a chapter, you can either:

- lift the lid on the next chapter and add these into your 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

At the end of a chapter, IF some flowers close not fully pollinated, and IF you have not successfully finished this chapter (in a 2-player game, it's acceptable if one flower tile of a species, is not pollinated), then:

- return the tiles and discs to the chapter in which they began, and
- start at the beginning again

**NOTE** - *pollinators have the colour on the reverse side*

- *tiles go in the first chapter in which they appear ie a tile with A and B starts in* 

## 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



## 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 ...

SUN



RAIN



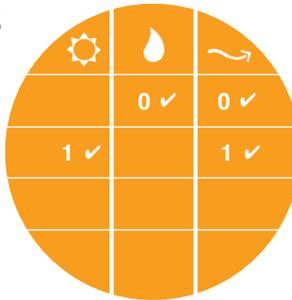
WIND



- 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

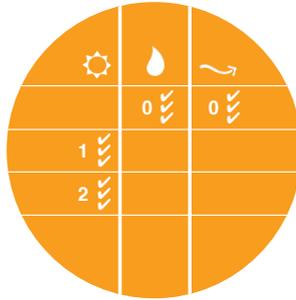
Honey Bee



SUN/WARMTH	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).

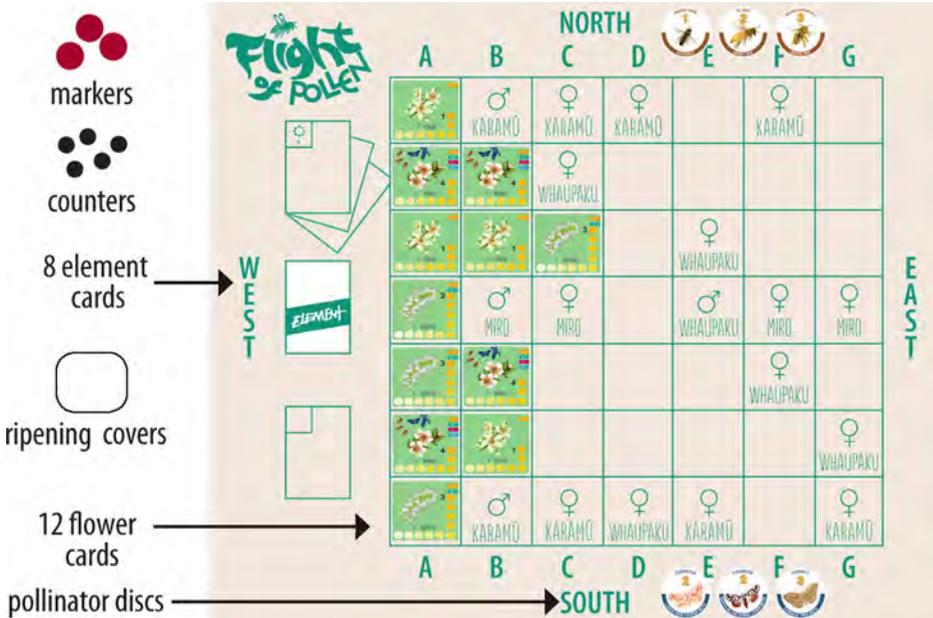
Hoverfly



SUN/WARMTH	RAIN	WIND	MOVES
0 Sun	0 or any cards	0 or any cards	0
1 Sun or 2 Sun	No cards	No cards	3
1 Sun or 2 Sun	0 Rain	0 Wind	3
2 Sun	No cards	No cards	3
2 Sun	1, 2 or 3 Rain	1, 2 or 3 Wind	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).

## SET UP



*Above: Flight of Pollen set up 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 and white ripening covers)
- 2) For the first go-through, LEAVE the grey element cards in the small box
- 3) TAKE OUT Chapter 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 number of pollinators to match the number of turns (page 11). 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 your 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
- 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
- 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 chapter
- 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 gone 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.

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. Chapter A is now finished.

## FINISHING CHAPTER A

You have successfully finished Chapter A, IF all flowers\* that have an A only (ie all houhere tiles) either have ripening covers, or are ripened / turned over.

If you have successfully finished Chapter A then open and add Chapter B.

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



# ▶ CHAPTER B

## WIND IS A POLLINATOR TOO

### 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

### 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



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 Chapter 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)

WALKING:

- Each turn, gecko can WALK 6 spaces up and down, left and right (not diagonally), and backwards and forwards, including onto and across empty squares



- Like other pollinators it picks up and drops off pollen, but it can pollinate the same plant several times in one turn eg walking backwards and forwards between 2 plants that are close on the board

SITTING:

- Starts by SITTING anywhere on the board
- Ends its turn by SITTING on the last space visited, and starts walking again from there
- If covered by another tile, moves to the top
- If the tile it is SITTING on moves, it moves with the tile
- If moved off the ground cloth, it 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 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 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 is off the cloth, it is no longer in play.

### SET UP

A	B	C	D	E	F	G
	♂ KARAMŪ	♀ KARAMŪ	♀ KARAMŪ		♀ KARAMŪ	
		♀ WHAUPAKU				
				♀ WHAUPAKU		
	♂ MIRO	♀ MIRO		♂ WHAUPAKU	♀ MIRO	♀ MIRO
					♀ WHAUPAKU	
						♀ WHAUPAKU
	♂ KARAMŪ	♀ KARAMŪ	♀ WHAUPAKU	♀ KARAMŪ		♀ KARAMŪ

1. Shuffle the orange element cards and place them face down on the ground cloth in the space provided
2. Place the tiles (from Chapter B) on the ground cloth - matching both names and gender. Placement of these is important as it allows the west wind to carry the male pollen to the female. If a tile from Chapter A has moved onto one of these marked spaces, the new flower tile goes on top
3. Add a new pollinator to each team
4. Remember each team has only the same number of turns as in Chapter 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 Chapter **A**
3. Chapter **B** is complete when all the 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**

## FINISHING CHAPTER **B**

You have successfully finished Chapter **B**, if all flowers\* that have **A** and/or **B** only, either have ripening covers, or are ripened / turned over.

When you have successfully finished Chapter **B**, open and add Chapter **C**

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

# CHAPTER C

## PASSAGE OF SEED

### CONTENTS

Tiles:

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

#### Day Pollinators:

korimako/bellbird; tūī

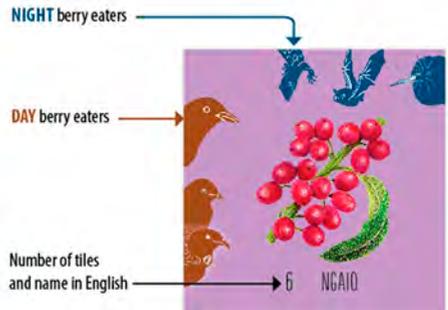
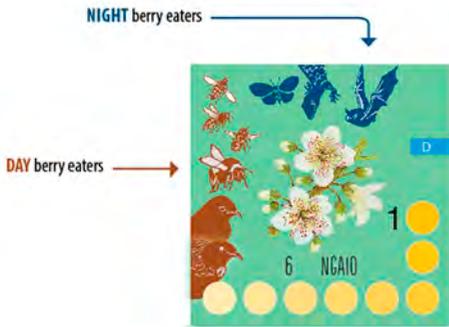
#### Night Pollinators:

pekapeka/short-tailed bat

### GAME ELEMENTS

#### TILES

##### Specialised pollinators

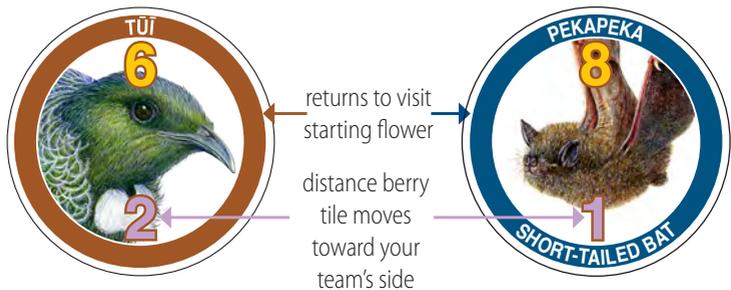


From now on a pollinator or a berry eater, must be shown on a tile to visit it. There are navy blue images of the night time pollinators on the top of the tile, and brown images of the day time pollinators on the left.

## DISCS

### 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 starting flower



### GECKO

- Gecko can both pollinate and move berries in the same round
- If gecko WALKS onto a berry tile, then the tile (but not gecko) moves towards its team by 2 squares. This action can be repeated (within its rules of movement)

## 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 <b>C</b> and <b>D</b> only
Patchy:		1 grey card per level
Wild:		2 grey cards per level

# 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 not fully pollinated - this could result in the chapter not being successfully finished and going back to the beginning!
- Before a berry eater moves berries or seeds, check that they are shown on the berry or seed tile. 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. NOTE: only the tile moves, not gecko
- 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, unless ...
  - The day team captures gecko, because it was SITTING on a berry tile which they collect:
    - 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

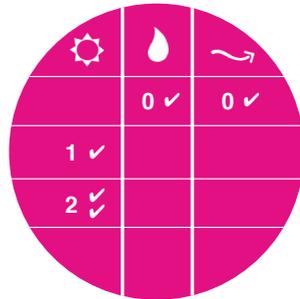
## POLLINATOR MOVEMENT/S

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 and/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)	Now gecko starts to move berries as well as pollinate. It can do both in one turn, within its movement rules

### SAMPLE MOVES:

#### Short-Tailed Bat

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 disc means it can return to the flower started on OR it can move all the berry tiles of one species one square toward its team.



SUN/WARMTH	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

## 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 randomly starting in column C. Continue across D, E, F and G, then start again in A
3. ADD pollinators / berry eaters 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 Chapter **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 Chapter **A**
4. Chapter **C** is complete when all element cards have been turned

## FINISHING CHAPTER C

You have successfully finished Chapter **C**, if all flowers\* that have **A**, **B** and/or **C** only, either have ripening covers, or are ripened / turned over.

When you have successfully finished Chapter **C**, open and add Chapter **D**.

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



# ▶ CHAPTER **D**

## A PATH TO THE FUTURE

### CONTENTS

Tiles:

6 ngaio; 1 rātā; 2 rewarewa

**Day Pollinators / Berry Eaters:**

kererū

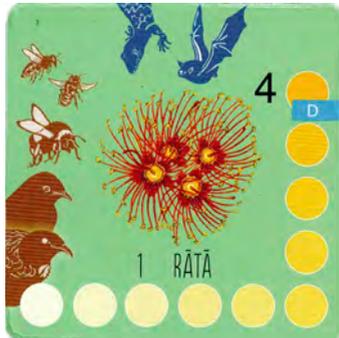
**Night Pollinators / Berry Eaters:**

kiwi/brown kiwi

### GAME ELEMENTS

#### TILES

#### RATA



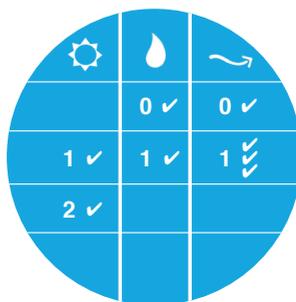
There is one rata. Pollinators move pollen from one flower to another in the same rata tree so allowing it to (sometimes) self-pollinate ie visiting is pollinating.

## DISCS

### SPECIALISED BERRY EATERS

#### SAMPLE MOVES: Kiwi

If the wind blows then kiwi has a three turns (more berries drop to the ground).



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

SUN/WARMTH	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	3
3 Sun	0 or any cards	0 or any cards	0

## 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 Chapter **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 randomly starting in column D. Continue across E, F and G, then start again in A
3. ADD a berry eater to each team

## PLAY

1. The other team now begins all the rounds for this chapter
2. Remember each team has only the same number of turns as in Chapter **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 Chapter **A**
4. Chapter D is complete when all element cards have been turned

## FINISHING LEVEL D

You have successfully finished Chapter **D**, if all flowers\* either have ripening covers, or are ripened / turned over, or are covered by another tile.

## IF YOU HAVE SUCCESSFULLY FINISHED CHAPTERS **A**, **B**, **C**, AND **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.**

Return the tiles and pollinator cards into their chapters:

- pollinators have the colour on the reverse side
- tiles go in the first chapter in which they appear ie a tile with A and B goes in Chapter **A**
- chapters are **A**, **B**, **C**, and **D**

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

# SCIENCE NOTES

## A PICK UP AND DROP OFF

Plants breed like us. The male visits the female, then the baby grows inside of her. These flowers are both male and female. They could do it alone, but (mostly) they don't. They don't want to repeat the same-old. So he needs to come visit, while she's in bloom.



They send a message. From a small, open, perfumed flower, TO:

- the short-tongued flies and bees
- the long-sucking tongued moths, and
- the introduced honey bee

Come! Drink! Strong, sweet nectar!

You come (if you can). You drink the nectar. You pick up male pollen grains – amount depending on your size, hairy-ness and feathery-ness.

Then, when you go to a girl-boy flower of the SAME species – you drop off to her and pick up from him.

Her gathered pollen grains grow downwards. Over time (RIPENING COVERS), seeds and berries ripen at the base of the flower.

Each flower has mixed it up. Many new versions of the plant are seeded into the future.

## B WIND IS A POLLINATOR TOO

These flowers never ever repeat the same-old.

There are male plants. There are female plants. It's a one way trip from him to her.



Male and female whaupaku send a message in bunches of small, open, perfumed flowers, TO:

- the flying insects
- gecko (who walks), and
- the long-tongued bumble bee (introduced for crop pollination)

Come! Lick! Strong, sweet nectar! Lick me like a lollipop!

The other males use the wind.

Wind picks up seeds – with wings, or feathers, or which are tiny and light – and drops them off far far away.

And wind picks up pollen too, moving it along. Miro and karamū males make huge amounts!

The female positions herself down wind and catches his pollen grains from the air!

It's a very ancient way. And in this windy country, with strong westerly winds, it works!

## C PASSAGE OF SEED



Large, colourful, tube flowers send a message, TO:

- anyone who can get themselves or their tongue deep down inside
- Come! Perch! Drink! Heaps of runny nectar!

Tūi and korimako/bellbird come. Their bills are curved to fit, their tongues are brush-tipped to mop up the nectar. It's a match made on earth!

Others come too. Pollen sticks to faces and beaks (birds), to furry bodies (bat), to feathers (moth) and to skin and throat (gecko).



Now bright berries (TURNED OVER TILES) send a message, in their size and in the number of seeds inside, TO:

- birds, who can swallow them whole, and
- nibblers with teeth (gecko, bat), who can swallow small seeds

Come! Dine!

Inside the berry eater, the berry travels. Passing ... down into the gut. There fruit pulp is digested. There the covering of the seed coat is scoured – giving it a better chance of beginning ... and through, out the other end!

A seed drops onto the forest floor surrounded by poop. Rich beginnings!

## D A PATH TO THE FUTURE

Most long-lived plants don't repeat the same-old.



So rātā and rewarewa send messages, in red, sturdy, brush flowers, TO:

- birds, and
- all others (except those who like light, pale colours)

Come! Perch! Tip and drink! Heaps of runny nectar!



While ngai'o's landing stripes, send a message, TO:

- everyone

Come! Each petal is your guide!

Plants choose a path to the future, making either many small seeds or a few large seeds.

Rātā makes many small seeds, which the wind blows all over. A few of these should land in a good place to sprout straight away.

Miro makes a big seed inside each berry. The dropped seed can wait for four years (until the time is right) to sprout! But it takes a lot of time and energy to make – nearly 18 months inside of her!

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

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