



# FLIGHT OF POLLEN

## Instructions

### OBJECTIVE OF THE GAME

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In Flight of Pollen teams work together to complete levels (A-D) by pollinating flowers while they're still open. If flowers close not pollinated, then return to Level A and start again.

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

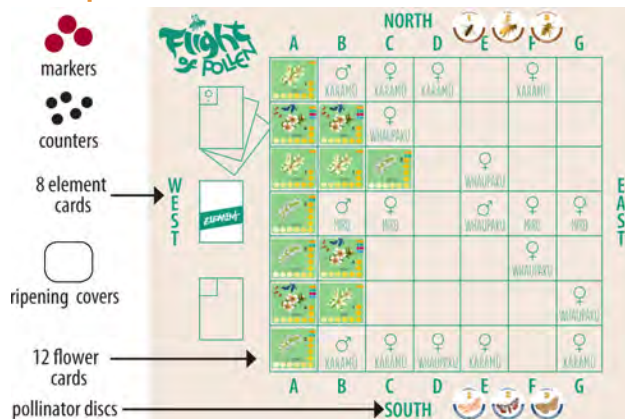
This is both a co-operative and a competitive game. The teams need to co-operate to ensure all the flowers are pollinated, so beginning ripening, or the game is a draw. Then, once the tiles are turned, revealing ripe berries, the teams can choose to collect these. When all levels are successfully completed, the winning team is the one that collects the most berries.

### Contradictions between rules (or missing rules)

This rulesheet give the general rules. If you come across a rule that disagrees with another rule (or a situation where there are missing rules) MAKE IT UP. Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could watch the how to play videos (<http://kakarikigames.co.nz/how-to-play-flight-of-pollen-video/>) or you could start a discussion at the Flight of Pollen Forum (<http://kakarikigames.co.nz/forums/topic/how-do-i-start-flight-of-pollen/>) unless it's more fun to argue.

### LEVEL A

#### Set Up



Above: Flight of Pollen setup and ready to play.

- 1) PUT DOWN the ground cloth, and place other items from the box to the side of the cloth (black counters, red markers & white ripening covers) (ripening covers are shown yellow and called discs on the instructions in box).

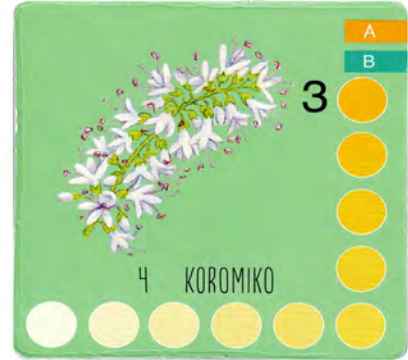
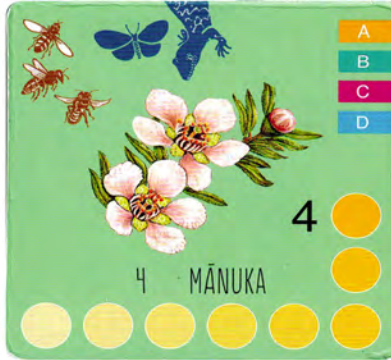
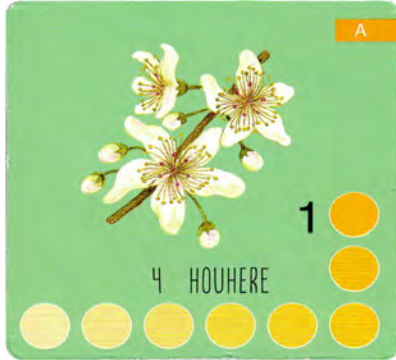
- 2) For the first go-through, LEAVE the grey storm cards in the box
- 3) Only TAKE OUT items under level A instructional card with orange banner
- 4) Place the flower tiles (only the ones that have orange A) in random order on the ground cloth filling column A, then 4 blank spaces in column B and 1 in C. Do not place tiles on named squares.
- 5) SHUFFLE the 8 orange 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)



# FLIGHT OF POLLEN Instructions

## Game Mechanics

### FLOWERS



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

Note: each level has a colour (orange, green, pink, blue) with a letter (A-D), these are the levels when the flowers are open

### LEVEL A POLLINATORS (with orange backs)





## FLIGHT OF POLLEN Instructions

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)

### NUMBER OF TURNS PER ROUND

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

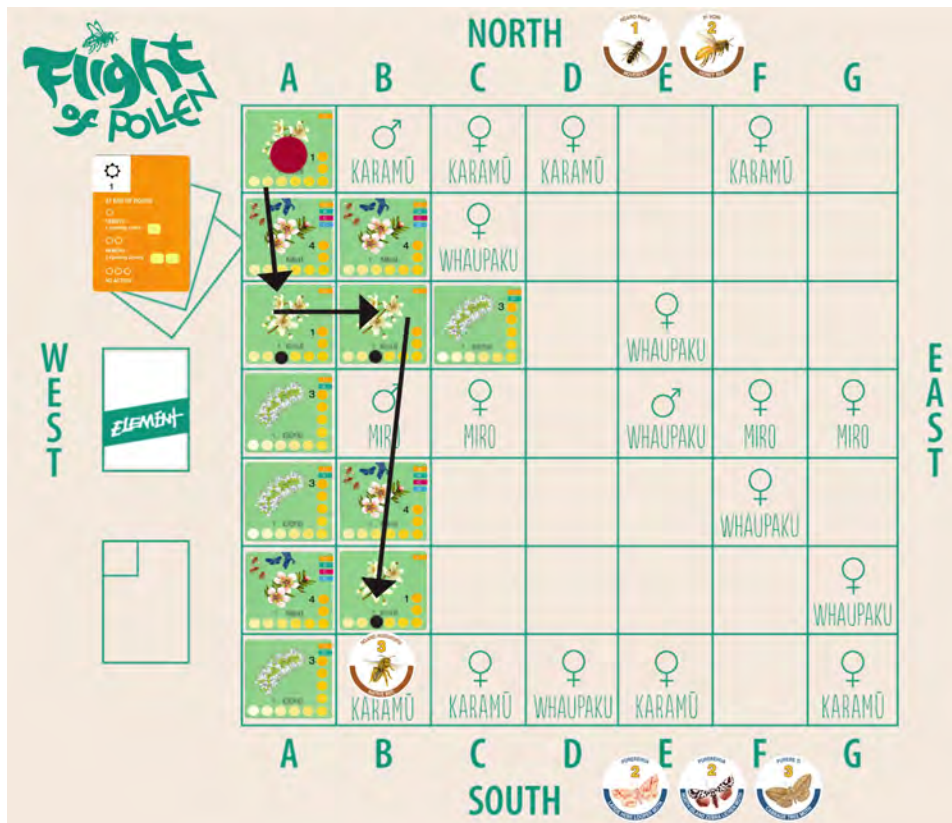
The number of pollinator discs determines the number of turns per round

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



## FLIGHT OF POLLEN Instructions

### MOVING POLLEN



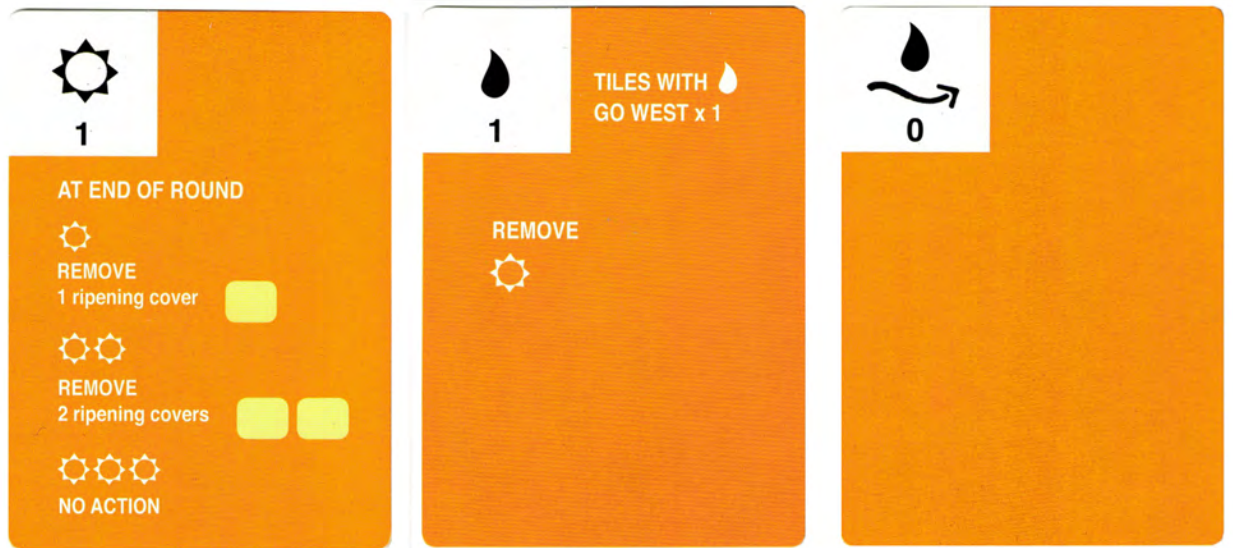
- Visit one tile of the chosen species and pick up pollen grains. You can use a red marker to indicate first tile visited
- Visit another tile of the same species, drop off these pollen grains and pick up more. The amount of pollen dropped off will depend on your pollinator and is the gold number on 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



## FLIGHT OF POLLEN Instructions

### ELEMENT CARDS

Each round, the element cards show:



### PLACEMENT

- If it is a SUN card place it face up above the element cards in the space provided. Any further sun cards are fanned out (each remains active)
- All other cards, place them face up below the element cards in the space provided. Then follow any instructions. Only one active element card remains on top.

### DETERMINING IF YOU CAN MOVE IN A ROUND

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.

- 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



## FLIGHT OF POLLEN Instructions

### Example 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 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).

### Beginning of round

- Turn over an element card.
- Check the back of your discs to see who can move
- Together decide which flower species you will pollinate. The decision will be based on which flowers will close up at the end of current level eg houhere in level A.
- Element/s allowing, all the members of one team play, then the other. This is the order of play for this round. *NOTE: Each pollinator can only be played once in a round*
- Pollinators pick up and drop off pollen, visiting all tiles of one species once (unless hoverfly)



## FLIGHT OF POLLEN Instructions

### End of round actions

- 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 EXPOSED TILE WITH COVERS
TWO	REMOVE TWO RIPENING COVERS
THREE	NO ACTION

If all ripening covers are removed from a tile, turn the tile over. This reveals seeds that are carried by the wind in following rounds.

- 2 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 next to 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	ACTION
RAIN	REMOVE NUMBER OF SUNS INDICATED ON CARD
WIND	IF ANY OF YOUR FLOWERS HAVE BECOME SEEDS ie THE TILE HAS BEEN TURNED OVER, THE WIND CARRIES THE SEED ACROSS THE BOARD TO THE RIGHT BY THE NUMBER OF SPACES GIVEN ON THE WIND CARD

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



## FLIGHT OF POLLEN Instructions

### Success in Level A

- all flowers\* that have only an orange A (ie houhere) have been fully pollinated  
\*in 2-player game, it is acceptable if all, except one flower of a species, have been fully pollinated

You are ready to add Level B, when you have successfully completed Level A

**IT IS RECOMMENDED THAT YOU COMPLETE EACH LEVEL  
BEFORE READING INSTRUCTIONS FOR THE NEXT!!!**





## FLIGHT OF POLLEN Instructions

Level B

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### Set Up

1. Shuffle the orange element cards and place them face down on the ground cloth in the space provided
2. Only take out items under level B instructional card with turquoise banner

3. Pop out the tiles (only the ones that have turquoise B) and place them 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
	♂ KARAMU	♀ KARAMU	♀ KARAMU		♀ KARAMU	
		♀ WHAUPAKU				
				♀ WHAUPAKU		
	♂ MIRU	♀ MIRU		♂ WHAUPAKU	♀ MIRU	♀ MIRU
					♀ WHAUPAKU	
						♀ WHAUPAKU
	♂ KARAMU	♀ KARAMU	♀ WHAUPAKU	♀ KARAMU		♀ KARAMU

4. You will notice a new type of tiles, with separate males and females

TYPE OF TILE	DESCRIPTION
WIND POLLINATED	The males tiles are blown across the board, instantly pollinating female flowers of the same species.
INSECT POLLINATED WITH SEPARATE MALE AND FEMALE PLANTS	They are pollinated by visiting the male first to pick up pollen, and then the female to drop off all the pollen collected.

5. Add a new turquoise pollinator to each team.
6. 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.

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



## FLIGHT OF POLLEN Instructions

LEVEL B Pollinators (with turquoise backs)

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The other team now begins all the rounds for this level

POLLINATOR	MOVEMENT
<p>GECKO (NIGHT)</p>	<ul style="list-style-type: none"> <li>● The gecko can start anywhere on the board</li> <li>● Each turn, it can move 6 spaces up and down, left and right (not diagonally), and backwards and forwards</li> <li>● 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</li> <li>● Once the gecko is on the board it starts future rounds from where it sits</li> </ul> <p>And it may be impacted by tiles moving on the board</p> <ul style="list-style-type: none"> <li>● if covered by another tile it moves on top</li> <li>● If the tile they are sitting on moves, they move with it</li> <li>● If moved off the ground cloth, they cannot return</li> </ul>
<p>BUMBLE BEE (DAY)</p>	<p>Moves like all other insects. When visiting male &amp; female only plants, insects may only visit each tile once in a round. <i>NOTE: does not visit manuka flowers (is not shown on tile)</i></p>

**Rounds** continue in the same way as Level A. The level is complete when all element cards have been turned.

### Success in Level B

- all flowers\* that have an A &/or B only have been fully pollinated

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

You are ready to add Level C, when you have successfully completed Levels A&B

1. SHUFFLE the orange element cards and place them face down on the ground cloth in the space provided  
*NOTE: You can increase the level of difficulty at this point (or earlier) by swapping 1 or 2 of the 0 rain/wind cards for the same number of grey storm cards*
2. Only TAKE OUT items under level C instructional card with pink banner
3. POP out the tiles (only the ones that have pink C) and place them randomly starting in column C. Continue across D, E, F and G, then start again in A
4. From now on a pollinator 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.
5. ADD all available pink pollinators to the teams
6. The other team now begins all the rounds for this level

**LEVEL C Pollinators (with pink backs)**

Level C pollinators both pollinate (indicate in gold on the disc) and move berries (indicated in pink on the disc).



Teams will decide which one, based on strategy.



## FLIGHT OF POLLEN Instructions

### MOVING BERRIES



- Teams want to collect as many berries as possible, but not at the expense of leaving flowers unpollinated - this could result in the level being incomplete and having to restart the game!
- If a player decides to move berries, they decide which species, and then move all tiles of that species toward their team by as many squares as the pink number on their disc.

### Capturing gecko

If the gecko is sitting on top of a tile, and that tile is moved, the gecko moves with it. If gecko goes off the ground cloth it cannot return.

If the day team has captured 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

### POLLINATOR MOVEMENT

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. Always read sun first and the last element read determines the number of turns eg 2 active Suns (2 ticks) and 0 active rain (1 tick) and 0 active wind (1 tick) give one turn.
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.



## FLIGHT OF POLLEN Instructions

### 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 it starts on OR they can move all the berry tiles of one species one square toward their team.

Rounds continue in the same way as in Levels A & B. The level is complete when all element cards have been turned.

### Success in Level C

- all flowers\* that have an A, B &/or C only have been fully pollinated

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

You are ready to add Level D, when you have successfully completed Levels A, B & C

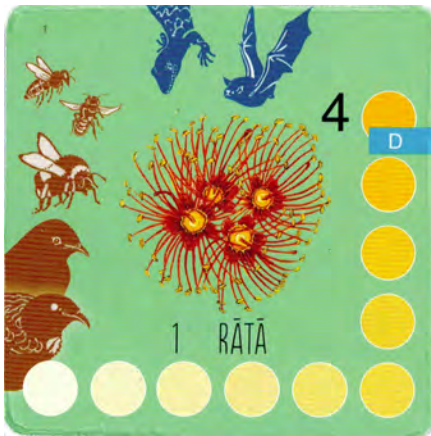


## FLIGHT OF POLLEN Instructions

### LEVEL D

1. START Level D in the same way that you started Level C  
*NOTE:* You may introduce grey storm cards, or replace ones already introduced  
Never exceed more than 2 grey storm cards per level!
2. TAKE OUT items under level D instructional card with blue banner
3. POP out the tiles (only the ones that have blue D) and place them randomly starting in column D. Continue across E, F and G, then start again in A
4. ADD one berry eater to each team

### LEVEL D SIGNIFICANT TILES



TYPE OF TILE	DESCRIPTION
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)

### 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 Brown Kiwi can move it can move 1 set of Berry cards 1 move towards the Night team.  
*NOTE: although kiwi WALKS, it still returns to your hand*



## FLIGHT OF POLLEN Instructions

Rounds continue in the same way as previous Levels. The level is complete when all element cards have been turned.

### Finishing the Game

All exposed flowers \* must have been fully pollinated

\*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!**