

# POLLINATOR



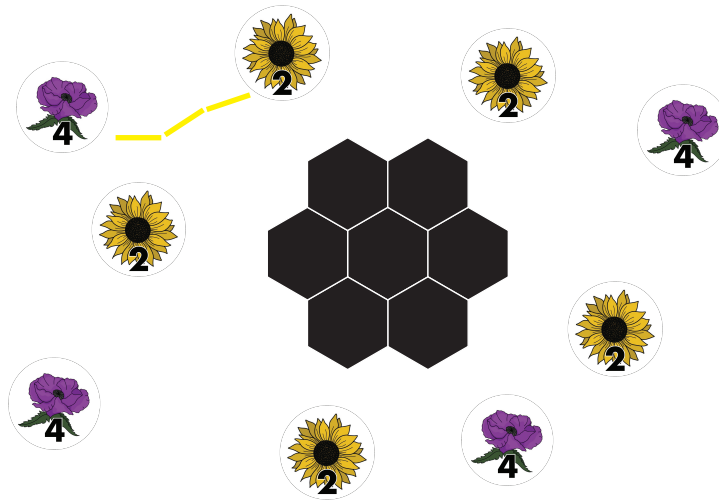
Developed By  
**R&R DESINGS**

## OBJECTIVE

As a worker bee your objective is to collect as much pollen as you can for the queen bee to then turn into honey for your hive. Make the most honey as a bee, and you win the game!

## SET UP

Place the hive in the center of the playig area. Next plae the flower tiles around the hive from lowest to highest pollen count on the flower. Make sure all flowers are a minimum of 3 yellow flying sticks away from each other.

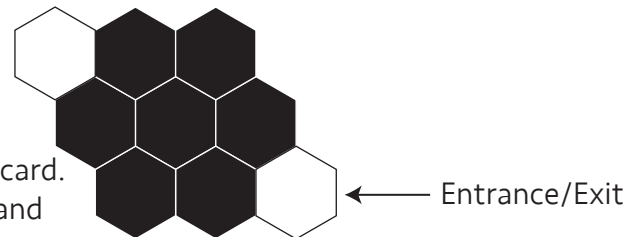


Place the pollen puffs and objective cards in a pile next to the board. Each player then picks a color bee and receives the honeycomb tiles that match the bee color.

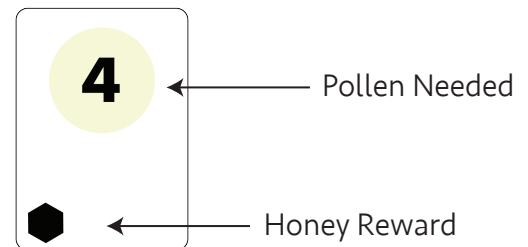
Players then decide where they would like the hive entrances to be located on the board. Place the white honeycomb tiles next to the hive to indicate an entrance/exit.

- 2 to 3 players use 4 entrances/exits
- 4 to 6 players use 2 entrances/exits

Each player is dealt 3 objective cards, but must choose 1 to discard. Objective cards dictate how much pollen you need to gather, and how much honey you get to make for completing your goal.



Last, each player chooses a white Entrance/Exit tile on which to start their exciting worker bee adventure!



## TO BEGIN

The person most recently stung by a bee goes first.

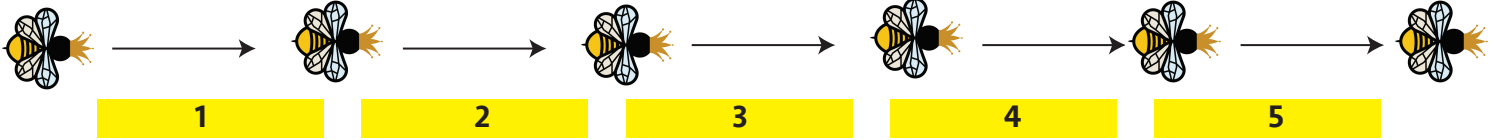
On your turn you may perform 2 actions:

### Action 1: Fly

A player may roll the weather and regular dice at the same time in order to determine their amount of flight movement.

Windy Day - The gray flight stick is used  
Sunny Day - The yellow flight stick is used  
Rainy Day - The blue flight stick is used

**For Example:** If a player rolls a 5 and a Sunny Day they may move their bee the length of 5 yellow flight sticks end to end. Place the flight stick in front of your bee, and slide it down the stick, then move the flight stick in front of your bee again and repeat for the entire dice roll.



Fly in any direction your bee heart desires in order to get pollen.

If you get to a flower before using all your flight movement, just land on the flower and collect the pollen the tile dictates.

If you get back to the Entrance/Exit tile before using all your movement, verify your objective cards and make honey.

## Action 2: Pick New Objective Cards

A player may sacrifice their flying action in order to draw new objective cards.  
A player is given 3 new objective cards, but can only keep 3 cards in their hand. So make sure you aren't too ambitious as a bee!

Place unwanted objective cards in the discard pile. If all objective cards are used reshuffle the discard to use as a draw pile.

## POLLEN IS HEAVY!

Bees are pretty strong, but they can only carry 35% of their body weight in pollen. Therefore, a player may only have 2 completed objective cards worth of pollen. No more, no less.

If you arrive back at the hive with extra pollen, it must be discarded before leaving the hive.

## MAKING HONEY

Once your bee has collected enough pollen to fulfill any of your objective cards, you must travel back to the hive to make your queen some honey!

Arrive back at the hive by landing on any of the Entrance/Exits already determined by players. Upon arrival show the other players your objective card you are fulfilling and place the pollen back in the universal pile.

Place the honeycomb tile that matches your bee color in any position in any empty spot in the hive.

## **BEE BUMPING**

Bees are good neighbors! If you land on the same flower as a fellow bee, all pollen must be combined and distributed evenly amongst the bees on the flower.

## **ENDING THE GAME**

The game ends when the hive is filled with honey for your Queen! The player who has made the most honey is the winner!