




















































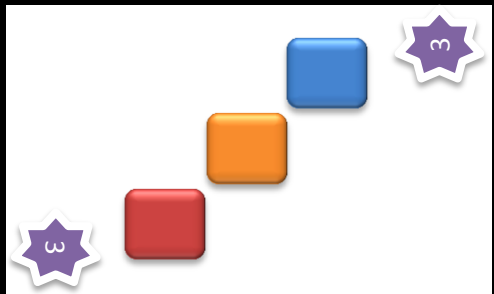
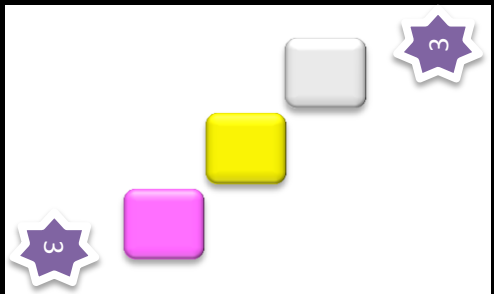
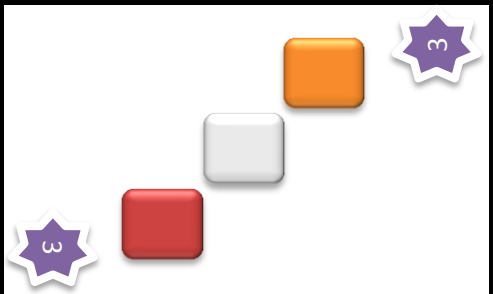


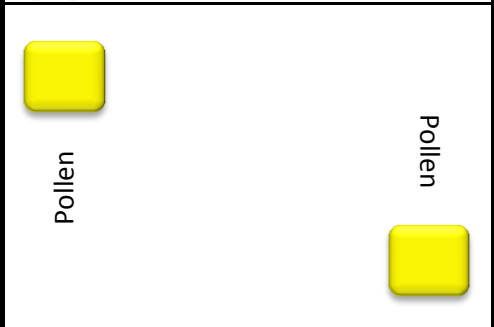

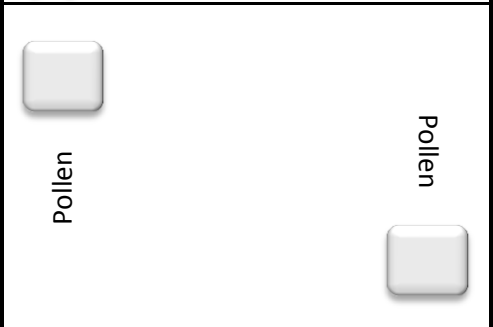

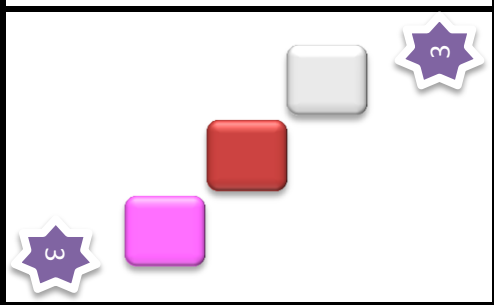
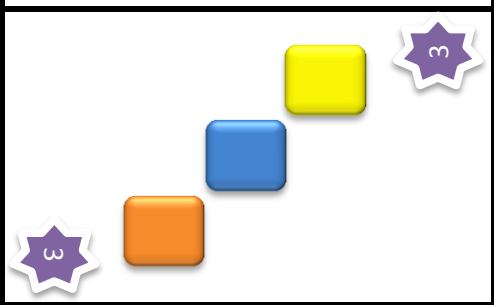
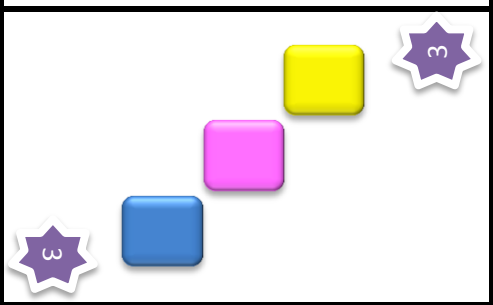
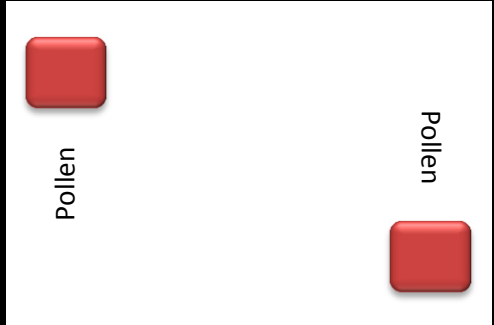

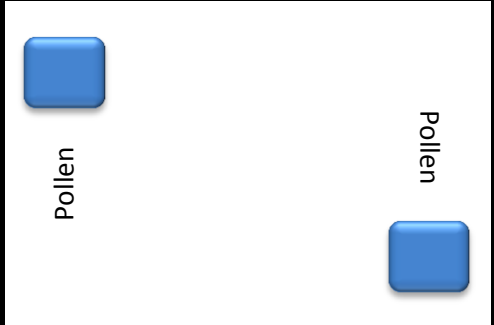

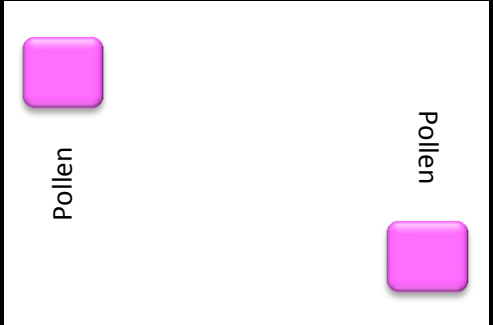







 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 
    	    	    
 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 
      	      	      
 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 	 <p>Pollen</p> <p>Pollen</p> 

		
 <p>Pollen</p>  <p>Pollen</p>	 <p>Pollen</p>  <p>Pollen</p>	 <p>Pollen</p>  <p>Pollen</p>
		
 <p>Pollen</p>  <p>Pollen</p>	 <p>Pollen</p>  <p>Pollen</p>	 <p>Pollen</p>  <p>Pollen</p>

Player Reference Sheets

Orange Colony			
Setup	Piece	Movement	Action
3	 Worker	<ul style="list-style-type: none"> - Clockwise. - Moves number of flower cards equal to number of pollen on starting flower. - Deposits one pollen on each flower it visits. 	<ul style="list-style-type: none"> - Carries & deposits pollen. - If possible, scores pollination points for last flower landed on.
1	 Queen	<ul style="list-style-type: none"> - Clockwise. - Moves to next nearest flower with a Worker Bee from the same colony. 	<ul style="list-style-type: none"> - Never carries pollen. - Stores pollen. - Causes flower to Blossom (then removed).
2	 Drone	<ul style="list-style-type: none"> - Clockwise and Anticlockwise. - Moves to the next adjacent flower. 	<ul style="list-style-type: none"> - Never carries pollen. - Reproduces Queen Bee (if removed) with a Worker Bee. - Causes Worker Bee to move (without pollen) to next flower in same direction.

Black Colony			
Setup	Piece	Movement	Action
3	 Worker	<ul style="list-style-type: none"> - Clockwise. - Moves number of flower cards equal to number of pollen on starting flower. - Deposits one pollen on each flower it visits. 	<ul style="list-style-type: none"> - Carries & deposits pollen. - If possible, scores pollination points for last flower landed on.
1	 Queen	<ul style="list-style-type: none"> - Clockwise. - Moves to next nearest flower with a Worker Bee from the same colony. 	<ul style="list-style-type: none"> - Never carries pollen. - Stores pollen. - Causes flower to Blossom (then removed).
2	 Drone	<ul style="list-style-type: none"> - Clockwise and Anticlockwise. - Moves to the next adjacent flower. 	<ul style="list-style-type: none"> - Never carries pollen. - Reproduces Queen Bee (if removed) with a Worker Bee. - Causes Worker Bee to move (without pollen) to next flower in same direction.