

PollenNation- A game for busy Bees.

PollenNation is a tactical two player game, in which each player takes on the roles of various members of two rival Bee colonies. Their job is to pollinate & cross-pollinate, flowers and maybe even to produce Royal Jelly, in order for their hive to survive. The game lasts about 20 minutes, and the winner is the first player to score 10 or more points.

Objective.

The objective of the game is to move pollen from flower card to flower card, in order to pollinate the flowers, and score points. Flower Cards have point values of either 2, 3, or 5 points. It may also be possible for a player to score a 6 point bonus! Each player should tactically move and then activate the different and unique actions of their bees in order to manipulate the position of the pollen either to their benefit or to their opponent's hindrance. The winner will be the first player to score a total of at least 10 points.

Components.

- 1 Rulebook
- 2 Player Reference sheets
- 1 Score-track
- 60 Pollen cubes (10 Red, 10 Blue, 10 Pink, 10 Yellow, 10 Orange, 10 White)
- A set of player tokens in each players colour (black and orange).

1 Queen Bee token



3 Worker tokens



3 Drone tokens



(1 of the Drone tokens is included to be used as a score marker).

18 Flower cards



Print and Play.

1. Print the 3 pages of playing cards. Cut out all the cards.
2. Print each of the pages of player tokens, score-track, and reference sheets.
3. Cut out the player tokens and the reference sheets.
4. In addition to the Print and Play files, you will need 60 cubes, 10 in each of the following colours; Red, Blue, Pink, Yellow, Orange, and White.

Note: The game comes with 6 additional cards. The standard game uses six 2 point cards, six 3 point cards, and six 5 point cards. However there are an additional six 3 point cards included which can be used instead of the six 5 point cards for an easier game (see below for details about identifying the cards).

Game Setup.

1. Place the score track in the middle of the table, between the two players.
2. One player takes all the Black tokens, the other player takes all the Orange tokens.
3. Each player places his score marker (a Drone token) on the score track. Do not place it on a numbered hex.
4. Divide the flower cards into 6 piles, 1 for each coloured flower. The colour of a flower is indicated by the pollen that it produces. Place the 6 piles face down and shuffle each pile individually, then give one card from each pile, to each player. The remaining cards will not be used for this game. **Alternative rules here allow for variations in the difficulty of the game, for now, these have been moved to the end of this document.**
5. Players may then look at their flower cards. Each player will then lay out their 6 flower cards as they wish, face up, in a semicircle, around the score-track. In the same manner as a clock face. One player starts at 12 o'clock, and places from 12-5, whilst the other player starts from 6 o'clock and places cards from 6-11.
6. Once all the flower cards have been arranged in a petal formation around the score-track, pollinate the cards. To do this, place two pollen cubes of the colour indicated on the pollen side of each card.
7. Place the unused pollen cubes in the middle of the table, beside the score-track.

8. Each player takes his Queen, and BOTH Drone Bees, and places them on the outside edge of ONE of the flower cards that he placed. All three pieces MUST be placed adjacent to the SAME flower card.
9. Players then alternate placing their three Worker Bees on the outside edge of any of the 5 OTHER flower cards that he laid out. Each Worker Bee MUST be placed adjacent to a DIFFERENT flower card, so that at the start of the game each Worker Bee is alone on their own flower card.
10. Select a player to start the game. (Maybe the last person to get stung by a Bee, or the last person to eat honey).



Example of the game layout at setup

Note: There can be tactical advantages to how a player arranges his flower cards, and how he places his Bees, but for initial plays, it is suggested that the placement is done randomly to speed up setup time. Once the players have a better understanding of the game, they should put more consideration into initial flower and Bee placement.

Rules of Play.

Players will alternate taking turns.

A turn consists of moving one of the player's own Bees, and then taking the specific action of that same Bee. A Bee may ONLY take an action if it has moved. In the basic game, Bees NEVER interact with Bees from a different Colony. There are 3 types of Bee in the game; Worker Bees, Drone Bees, and Queen Bees. Each type of Bee moves differently, and each type of Bee acts differently.

Worker Bees.

Movement.

Worker Bees always move from flower to flower in a clockwise direction. When the Worker Bee moves, she gathers all the pollen on the flower she is currently on, and moves to the next flower, and drops one pollen cube on that flower. If she has no more pollen, then she stops on that flower.



If there is no pollen on her current flower, then she cannot move.

Actions.

A Worker Bee is the only Bee that can score points for her Colony. Points are scored if the pollen cubes on the last flower she stopped on, match the minimum requirements indicated on the flower card. See Scoring below for more details.

Drone Bees.

Movement.

Drone Bees; can move both clockwise, and anti-clockwise. However, they can only ever move from one flower to the next adjacent flower.

A Drone Bee does NOT carry pollen.



Actions.

A Drone Bee can only use an action if there is a Worker Bee on the flower he moved to.

The action that a Drone Bee can take depends on whether the Queen Bee has been removed from the game or not.

- If Queen Bee has been removed from the game (see Blossom), then she is immediately returned from the centre of the board, to the flower where the Drone Bee is currently located.
- If the Queen Bee has NOT been removed from the game, then the Worker Bee on the Drone Bee's current location will move to a new flower card. The Worker Bee will ALWAYS move to a flower card adjacent to the current flower, but it will move in the SAME direction as the Drone Bee was moving. The Worker Bee does NOT take ANY pollen with her.
 - For Example; A Drone moved clockwise onto the Worker's flower, so the Worker will move to the next flower in a clockwise direction. If the Drone moved anti-clockwise onto the Worker's flower, then the Worker will move to the next flower in an anti-clockwise direction.

If two or more Worker Bees of the same colony are present, then the Drone Bee will interact with each of them individually.

- For Example; If the Queen Bee has been removed, first she will come back. That is the Drone Bee's interaction with the first Worker Bee. This first Worker Bee would remain on this flower. Then, for each following Worker Bee, they will be moved one flower in the same direction as the Drone Bee was moving. If the Queen Bee had NOT been removed, then all the Worker Bees from that Colony, on that flower would move one flower in the same direction as the Drone Bee was moving.

Queen Bee.

Movement.

The Queen Bee will always move directly, and in a clockwise direction, to the same flower as the next closest Worker Bee from her Colony, she does NOT carry any pollen.

If she is already on a flower with a Worker Bee, when she moves, she will move to the flower of the next closest Worker Bee (in a clockwise direction).



Actions.

A Queen has two possible actions.

- She may store ANY or ALL of the pollen on her current flower (see Storing Pollen below).
- She may cause the flower to Blossom (see Blossom below).

Storing Pollen.

A Queen may store pollen as an action. Move the desired pollen that is to be stored from the flower card onto her token to indicate this. When the Queen next moves, she MUST drop all stored pollen on the flower she is moving from (move it back from her token to the flower card).

A player may never adjust the amount of pollen a Queen Bee stores once it has initially been placed.

If a Worker Bee of ANY colony wishes to move from the flower where a Queen Bee is located, it can only move with pollen that the Queen is NOT storing.

This might be a handy tactic to use in order to score some quick points.

A Worker Bee of any colony may score points if it moves to a flower where a Queen of either colony is storing all, or some, of the required pollen to score the points, provided the minimum pollen requirements are met.



Example game after a few turns

Blossom.

A Queen may cause a flower to Blossom. As long as there is pollen available in the centre of the table, that matches the current flower card, take two pollen cubes, and place them on the pollen side of a card.

Then REMOVE the Queen from the flower card, and place her near the score-track, out of the game.

Remember the flower card can only be scored by a Worker Bee, and ONLY when it has moved, so a Queen causing a flower to Blossom, might produce enough pollen, but it will NOT score it.

A Queen might want to cause a flower to Blossom if the player is having a hard time collecting a specific colour of pollen, or for tactical reasons leading to a quick score.

Scoring.

If the pollen cubes on the flower where a Worker Bee has just stopped match the flower's minimum pollen requirements, the Worker Bee can score 2, 3, or 5 points, as indicated on the flower card.

Pollen on a flower can be scored multiple times, even if it has already been scored, as long as the Worker Bee ends its movement on that flower, and the minimum requirements are met.

If the flower card has additional pollen cubes on it, they have no impact on the score, UNLESS one of each colour of the 6 pollen cubes are present, AND the Colony Queen is also present, in which case, the 6 cubes produce ROYAL JELLY. If Royal Jelly is produced, then ignore the points indicated on the card, and immediately score 6 points instead.

To score points, simply move the corresponding Colony token on the score-track the number of points indicated. Pollen cubes are NOT removed from the flower card once they have been scored.

Winning the game.

The winner of the game, is the player whose Colony first scores 10 or more points.

3 Golden Rules.

1. Only Worker Bees can transport Pollen.
2. Only Worker Bees can score points.
3. A Bee (of any type) MUST move before it takes an Action, and Actions are mandatory where possible.

A note about the Flower Cards.

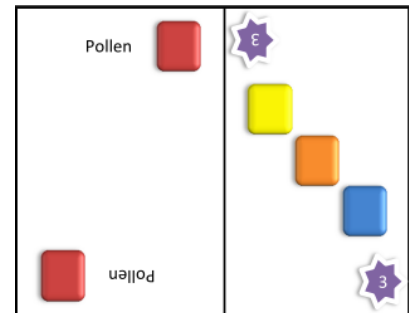
An entire card is called a Flower Card. Bees are placed on the outside edge of the flower card when they land on it.

The Flower Card is divided into two sections. On one side is an area to place pollen. This area also shows the colour of the pollen that is placed on the card at the beginning of the game, or as a result of a Blossom action. This always amounts to two pollen cubes. The other side of the card indicates the type (colour) of pollen that is required to score the Flower Card, and how many points it is worth.

Flower cards can be identified as follows;

- 3 pollen of the same colour that the flower produces are worth 2 points
- 3 pollen of a different colour that the flower produces are worth 3 points
- 2 pollen of a different colour and 1 of the same colour are worth 3 points*
- 5 pollen of a different colour are worth 5 points

For an easier game use the 3 point cards identified above with an asterisk instead of the 5 point cards.



Pollen Produced

Pollen Required

Credits.

Design: Robin Lees (leap4th@gmail.com)

Artwork: ?

Published: ?

Play testers: Robin Lees, Oliver Lees & Family, Michael Baumgarten, Antonello Salvatucci, Grant Rodiek, Patrick & Cindi Hillier.

Tactics.

- If your opponent has just scored, watch out that he can't quickly score again on the next turn. Likewise, if you have just scored, check either if you can quickly score the same flower again, OR make sure that you do something to hinder your opponent from easily scoring too.
- There are a few ways to make a quick score. Using Drones to move your Workers one flower (without pollen) in a clockwise or anti-clockwise direction, setting it up to score on the flower it has just moved from is one method.
- Don't worry too much about your Worker Bees becoming stranded (remember they can't move if there is no pollen left on their current flower card). You can quickly rescue a Worker Bee, either by moving another Worker Bee past it, hoping your opponent will do the same, by having your Queen Blossom pollen on the Worker Bee's flower card, or by using a Drone Bee to move her.
- A Worker Bee on a flower with one pollen, can always move one card. This can be handy for quick scoring, or for moving a Worker Bee to the opposite side to your Drone Bee.
- Having your Queen Storing some pollen can be a way to stop an opponent from moving, or grabbing some much needed pollen, but don't forget just because your Queen is storing the pollen, doesn't mean to say an opponent Worker can't use it to score too.
- Having your Queen Blossom some new pollen can be a good way to quickly obtain some pollen that has been spread too far around the board. It can also help set up a quick score.
- Don't forget about Royal Jelly, which is worth 6 points, and only requires one of each cube to be scored at the same location as your Queen Bee.

Alternate Rules, Setup, and Ideas.

The Print and play files contain an additional 6 cards. The 6 cards are worth 3 score points each. It is possible to swap these 6 cards with the 5 point cards, for an easier game. (These 6 cards can be identified, as the middle score pollen cube is the same as the pollen produced on the card).

Instead of sorting the cards by colour in part 4 of the game setup, it is possible to sort them into 3 piles as indicated by score value (2, 3, and 5). Set the 2 point cards to one side, and shuffle the 3 and 5 point cards together, then draw 6 of these cards, and put the other 6 out of the game. Then shuffle the selected 6 cards with the 6 2 point cards, and deal 6 cards to each player. An alternative to this, (depending on length of game required) could be to leave either the 3 point, or the 5 point cards to one side, and shuffle the other two together, drawing 6, shuffling with those set aside, and then dealing 6 per player. The important thing is that there must always be at least one flower card of each pollen colour available.

An option could be to shuffle and deal the cards to each player, and then they must draft a hand of 6 cards each.

Another alternative setup could be to have a fixed board of cards, with no modular randomisation.

How would adding 2 extra workers per player effect the game? What if each player could make 2 moves per turn?

Investigate possibilities for adding a third and fourth player. How will the dynamics change, how will the board be laid out, and the number of components change. Will it fit mathematically?