

*A game of busy bees,  
decisive dice and  
flourishing flowers!*

# Pollen ParaDice

*Players: 2 - 6 players  
Time: about 15 minutes  
Equipment: game board, pencils,  
one player piece per player,  
two six-sided dice*

## **THE GOAL of POLLEN PARADICE:**

Pollinate flowers to be queen bee of Pollen ParaDice!

## **PREPARATION:**

\*Print one or more game boards. There are four different game board layouts included.

You can play with just one game board layout or combine layouts together to make as big of a game board as you like!

\*Each player needs one player piece to represent their bee. You can use flat beads, buttons, dried beans, etc. You just need each player's piece to be distinct from the other players' pieces and to be small enough to fit in the circles on the board.

\*Each player should have a writing utensil and should decide a simple symbol that they will use to claim their flowers (their initials, a geometric shape, etc).

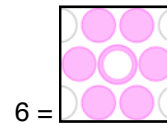
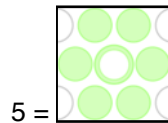
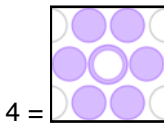
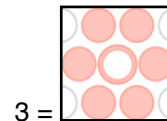
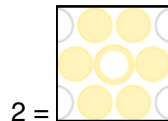
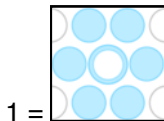
\*Get two six-sided dice.

## **GAME PLAY:**

At the start of your first turn, place your player's piece at the center of any of the flowers on the board. Roll two dice.

\*One of the dice represents the color of flower petal you can mark.

1 = blue petals 2 = yellow petals 3 = orange petals 4 = purple petals 5 = green petals 6 = pink petals



\*The other die represents the number of spaces you can move. Each circle counts as one space. You can move in any direction, but you cannot retrace your steps during one turn.

\*You can decide for yourself which die is which.

For example, if you roll a 2 and a 6 you can choose to move 2 spaces and mark any pink petals that you pass or land on. Or you can choose to move 6 spaces and mark any yellow petals that you pass or land on. To mark a petal that you pass or land on, simply write a check on that petal.

## **Pollinating and claiming a flower:**

You can attempt to pollinate and claim a flower on your turn. To do so, you need to land on the center of a flower that has not been claimed yet. Then, announce that you will try to pollinate the flower and roll a single die.

\*To successfully pollinate and claim the flower, the number on the die must be greater than the number of unmarked petals on that flower. For example, if 4 of the flower's 6 petals are marked, then there are only 2 unmarked petals. If you roll a 3 or higher the flower is pollinated and you can claim it!

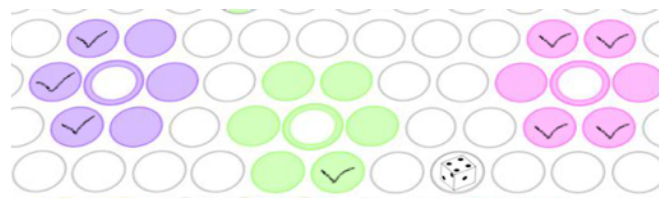
\*If all six of the petals are marked, any roll will let you claim it.

\*Conversely, if none of the petals are marked, no roll will let you claim that flower.

*To get the purple  
flower, you must roll  
a 4 or higher.*

*To get the green  
flower, you must roll  
a 6!*

*To get the pink  
flower, you must roll  
a 3 or higher.*



**Writing your symbol:**








When you successfully claim a flower, write your symbol in the center of the flower. Your symbol could be a letter, a shape, a simple drawing, etc.

**DOUBLES:**

Any time you roll doubles, you can immediately fly to the center of any flower you choose. You can then challenge the flower as usual.

**SPECIAL CIRCLES:**

There are seven special circles on each game board.

	DOUBLE: The value of your next roll is doubles.		ROLL AGAIN: You get another turn.
	SKIP: The next player's turn is skipped.		REVERSE: The order of turns is reversed. The player before you goes again.
	CHOOSE COLOR: You can choose any color on your next turn.		TRAP: You are stuck on this circle for one turn. (You lose a turn).
	WILD: Roll a die. The value decides what this square does.	1 = DOUBLE 2 = ROLL AGAIN 3 = SKIP	4 = REVERSE 5 = CHOOSE COLOR 6 = TRAP

**WINNING THE GAME:**

The first player to claim three flowers is the winner!

**ALTERNATE RULES:**

Instead of stopping when one player has claimed three flowers, keep playing until all of the flowers have been claimed. The winner is the player who claimed the most flowers. If there is a tie, the player with the most different colors of flower wins. If there is still a tie the player with the most blue flowers (then if need be, yellow, orange, purple, green, pink) wins.



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