1. Click on any bee to add it to the garden. Below each bee is their cost.

2. Select a flower by tapping it then click in the garden to plant that flower. Below each flower is how many you can plant.

3. These are progress bars; each color relates to each bee species.

4. These are challenge cards, each challenge event that passes will effect your garden differently.

Then press start and watch your bees take flight!

**Extra Tips:**

- Each species of bee pollinates a different group of flowers.
  - GENERALISTS: Some bees pollinate multiple flowers.
  - SPECIALISTS: Some are picky and only like one kind of flower.

- A diverse pollinator community (generalists and specialists) is stronger and better able to cope with challenges.

- Every time a bee collects pollen and nectar, you earn more Bee Bucks so place as many flowers and bees in your garden as possible each round.
The challenge events are based on

**The Four P’s**

- **Pesticide**
  Makes plants toxic to bees

- **Pathogens**
  Microorganisms which can make bees sick

- **Parasites**
  Pesky organisms that feed on bees!

- **Poor Nutrition**
  Lowered immunity due to poor diet

**Credits**

Game Programmer:
Adam Kling

Environment & UI/UX Design:
Kevin Liang

Character Design/Animation:
Candace Price
Erica Krieger

Intro Music:
B Brennan Dincher

Research Consultant:
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