Welcome to Buzz's Garden... where the flowers are in full bloom!

Your goal is to help Buzz the Bee accumulate points by creating tile matches and moving Buzz onto tiles with bonus points.

A match is defined as 3 or more adjacent tiles of the same color in a row or column.

Bonus points are collected by visiting a Rainbow Beehive tile!

Use the arrow keys or the 'w', 'a', 's', and 'd' keys to move Buzz to create matches and collect points. When Buzz moves, it swaps its space with that of an adjacent tile.

In Buzz's Blooms, the game is over after Buzz has been moved 100 times.

All of the matching and updating of the tiles is done automatically each time Buzz is moved. If an update creates more matches, they will be identified, scored, and updated.

Scoring: The value of a match depends on the number of tiles in the horizontally or vertically matched group of tiles. 3 tiles = 9 points, 4 tiles = 16 points, and 5 tiles = 25 points. Bonus points are awarded based on the value on the Rainbow Beehive tile.

How many points can you accumulate in 100 moves? Can you join the ranks of the top 5 scorers?