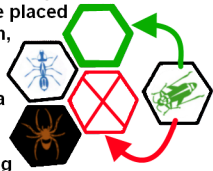


The object of the game is to surround totally your opponent's Bee, whilst at the same time trying to block your opponent from doing likewise to your Queen Bee. The player to surround their opponent's Bee wins the game. The surrounding pieces can be comprised of a mixture of both yours and your opponent's pieces.



Placing

(When a new piece is introduced to the game)
The game begins with each player placing down in turn any one of their pieces. Except for these first two pieces, all pieces that are placed into the game, from then on, can only be placed where they do not touch an opponent's piece. Once a piece is placed, on your next turn, it may be moved to a position where it is touching an opponent's piece. Once a piece has been placed into the game, it cannot be taken out of the game.



Moving

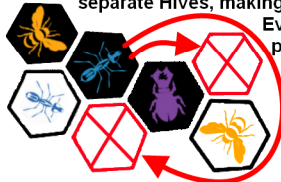
(When a piece that has already been placed into the game is moved to another position). With the exception of your Bee, not all your pieces must be placed before you move any. You can choose to either move or place any one of your pieces on your turn but you can only start moving your pieces once your Bee has been placed into the game.

The only way a game of Hive can end on a draw is if the last piece that completes the surrounding of one Bee also completes the surrounding of the other Bee. The likelihood of a draw is greater if both Bees are next to each other. A draw may also be called if both players are in a position where they are forced to move the same two pieces over and over again.



One Hive Rule

(The Hive being the pattern that is created by pieces of both sides linked together) the pieces in play must at all times be linked. At no time can you leave a piece stranded (not joined to the Hive) or separate the Hive in two. This rule can be used to your advantage. By moving your pieces to strategic positions around the hive, you can restrict your opponent's movement. Moving the black Ant here will result in creating two separate Hives, making this an illegal move. Even moving it to a position where it re-links the Hive is an illegal move, as whilst moving it, the Hive is left unlinked when the piece is in transit.



Freedom to Move

Except for the Beetle when it climbs up onto another piece or the Grasshopper who can jump in or out of a position, all the pieces can only move if they are free to do so. If a piece is surrounded to the point that it can no longer physically slip out of its position, it may not be moved. In the same way no piece may move into a space that it cannot physically slip into. The Freedom to Move rule also applies to pieces moving across the top of the Hive, so a piece may have to step onto a piece to move past it.

Play Tips

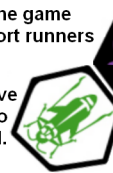
Hive can be played at a very fast pace, increasing the pace of the game by placing and moving your pieces straight after your opponent's turn. Using their playing time to think can give you a mental advantage.

There is no advantage in going first, but if you can be the first to block your opponent's Queen Bee while still keeping yours mobile, you will gain a big advantage and can dominate the game by forcing your opponent to play defensively.



Bring out Spiders early on in the game as they are very good as short runners when the Hive is still small.

Keep Grasshoppers in reserve for end moves to get into positions that are surrounded.

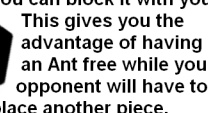


The Beetle can be easily underestimated but if moved on top of your opponent's Queen Bee, it can be a devastating piece as you can then place directly around it.

Look for opportunities to move your Bee out of a possible surround situation, as a one space move by your Bee can be devastating to your opponent's plans.



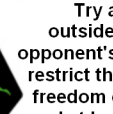
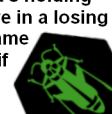
A favorite opening combination: Spider, Ant, Bee, in a V formation. If the opponent brings out one of their Ants, you can block it with yours. This gives you the advantage of having an Ant free while your opponent will have to place another piece.



Another favorite opening combination: Bee, Spider, Spider, also in a V formation, then blocking early with one of the Spiders or even both if your opponent brings out their Bee on their fourth placement.



Keep an eye on your opponent's holding set; even if it looks like you're in a losing position, you can turn the game around by blocking spaces if they have no Grasshoppers or Beetles to place.



Try and keep your pieces on the outside edge of the Hive and your opponent's on the inside, as this will restrict their movement and give you freedom of movement. Ants are very good at keeping control of the outside edge of the Hive.



Always take advantage of the two-for-one deals, where your opponent places two of their pieces in a line, enabling you to block both of their pieces with one of yours. This gives you control of the outside edge of the Hive and forces your opponent to place again.

The Queen
Bee moves
one space along the outside of the Hive. It
must be put into play by the end of your fourth turn and
none of your pieces may move until it enters the game.



The Pillbug moves one space along the
outside of the Hive or can move an adjacent
piece of either color up onto itself and
then down into an adjacent empty space.
It may not move the piece most
recently moved by the opponent,
nor may it move a piece
through a too-narrow gap of
stacked pieces. Pieces moved
by the Pillbug can't be moved on
the next player's turn, even by
using another Pillbug.
The 3 Grasshoppers
jump to the end of a
straight line of
pieces (at least
one) and can
also move into
or out of the interior of the Hive.
The 3 Soldier Ants can move to
any space around the
outside of the Hive but
are restricted by the
Freedom of Movement rule.

The 2 Beetles move one space per turn
either along the outside of the Hive or up onto
(or down from) another piece, which is unable to
move while covered. For placement, a
stack of pieces is considered the
same color as the topmost
Beetle, and a beetle
cannot be put into play directly
on top of the Hive.
The Ladybug moves
two spaces on top of
the Hive, then down
into or out
of the interior
of the Hive
this way.

The Mosquito moves as any
piece of either color it is in
contact with at the start of its
turn (a Beetle stack counts as
a Beetle). If it is only touching
another Mosquito, it cannot move. If
moved on top of the Hive as a Beetle, it
remains a Beetle until it moves back
down. It can either move as a
Pillbug or use the Pillbug's
ability, even if
the Pillbug is
immobile.



HIVE

A Game Buzzing With Possibilities

©2010 Gen42 Games
www.gen42.com
Author: John Yianni

10-30 8+ 2

Hive Bag Rules v1.3 by Jason Krozel

Awards:



Hive is a
highly addictive
strategic game for
two players that is not
restricted by a board and
any flat surface. Hive is made
up of 22 highly durable plastic
pieces (and 6 expansion
pieces). The pieces are
separated into 2 colors,
14 black and 14 ivory
that are embossed with
a variety of creatures,
each with a unique way of
moving. With no setting up to
do, the game begins when the
first piece is placed down. As
the proceeding pieces are
placed down, this forms
a pattern that becomes
the playing surface.
pieces themselves become
the board). Unlike other such
games, the pieces are never
eliminated and not all have
to be played.

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