

INCLUDES HIVE VENOM & ORIGINAL
THREE GAME CHANGING EXPANSIONS
+ 12 NEW CREATURES &
EXCLUSIVE HONEYCOMBO

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HIVE[®]

COLONY

HIVE : ORIGINAL + PILLBUG , LADYBUG & MOSQUITO.

HIVE² : VENOM - ADD AN EXTRA DIMENSION TO HIVE BY
FLIPPING YOUR PIECES, BUT BEWARE THE STING IN THE TAIL.

HIVE³ : SWARM - TAKE YOUR CHANCES WITH THE SWARM
AND ADAPT YOUR STRATEGIES ON THE FLY.

HIVE⁴ : PREDATORS - FEATURING ALL NEW KILLER MOVES.

HIVE⁵ : GUARDIANS - DEFENCE IS THE BEST OFFENCE.

HIVE : HONEYCOMBO - FLIP THE HONEYCOMBO TO PLAY
TWO MOVES ON YOUR NEXT TURN AND DISCOVER A HOST OF
NEW POSSIBILITIES.

THE CREATURES

QUEEN BEE

The Queen Bee can move only one space per turn.
Tip: Even though it is restricted in this way, if moved at the right time it can severely disrupt your opponent's plans.

From this position, the black Queen Bee is able to move into one of four spaces.

BEETLE

The Beetle, like the Queen Bee, moves only on space per turn around thee Hive, but can also move on top of the Hive. A piece with a beetle on top of it is unable to move and for the purposes of the placing rules on p.1 & 2, the stack takes on the colour of the beetle.

NB: When it is first placed, the Beetle is placed in the same way as all the other pieces. It cannot be placed directly on top of the Hive, even though it can be moved there later.

Exceptions:
• The Pillbug may not move the piece which was just moved by the other player
• The Pillbug may not move any piece in a stack of pieces
• The Pillbug may not move a piece if it splits the Hive (violating the One Hive Rule).
• The Pillbug may not move a piece through a narrow gap of stacked pieces (violating the Freedom to Move Rule).
Furthermore, any piece moved by the Pillbug may not be moved at all (directly or via Pillbug action) on the next player's turn.
The Mosquito can mimic either the movement or **special ability** of the Pillbug, even when the Pillbug is immobile.

Pillbug Movement

Pillbug Special Ability

THE LADYBUG

The Ladybug moves three spaces; two onto of the Hive, then one down. It must move exactly two on top of the Hive and then move one down on its last move. It may not move around the outside of the Hive and may not end its movement on top of the Hive. Even though it cannot block by landing on top of other pieces like the Beetle, it can move into or out of surrounded spaces. It also has the advantage of being much faster.

THE OBJECT OF HIVE : ORIGINAL

The object of the game is to totally surround your opponent's Queen Bee whilst as the same time trying to stop your opponents from doing the same to you. The pieces surrounding the Queen Bee can be made up of a mixture of both your pieces and your opponent's. The first player to surround their opponent's Queen Bee wins.

PREPARATION

Each player takes all 14 pieces of one colour and places them face up in front of them.

PLAYING THE GAME

Play begins with one player placing a piece from their hand to the centre of the table and the next player joining one of their own pieces to it edge to edge. Players then take turns to either place or move any one of their pieces.

PLACING

A new piece can be introduced into the game at any time. However; with the exception of the first piece placed by each player, pieces may not be placed next to a piece of the opponent's colour.

GRASSHOPPER

When on top of the Hive, the Beetle can move from piece to piece across the top of the Hive. It can also drop into spaces that are surrounded and therefore not accessible to most other creatures. (See p.9)
the only way to block a Beetle that is on top of the Hive is to move another Beetle on top of it.
All Beetles and mosquitoes can be stacked on top of each other.
From its position, the white Beetle is able to move to one of four positions.

The Grasshopper does not move around the outside of the Hive like the other creatures. Instead it jumps from its space over any number of pieces (but at least one) to the next unoccupied space along a straight row of joined pieces. This gives it the advantage of being able to fill in a space which is surrounded by other pieces.

From its position, the white Grasshopper can jump to one of three spaces. NB: It cannot jump across the gap to the space marked X.

MOSQUITO

In this case, the Ladybug can end its movement in one of the ten green positions indicated.

The Mosquito is placed in the same way as the other pieces. Once in play, the mosquito takes on the movement characteristics of any creature it touches at the time, including your opponents, thus changing its characteristics throughout the game.

Exception: If moved as a Beetle on top of the Hive, it continues to move as a Beetle until it climbs down from the Hive, unless the Mosquito is next to another bug that moves differently on the Hive. In this case it may mimic its abilities. Once no longer adjacent to that piece it continues to move as a beetle.

If when on the ground level it is next to a stacked Beetle, it may move as a Beetle and not the piece below the Beetle. If touching another mosquito only (including a stacked Mosquito) and no other piece, it may not move.

In this case, the Mosquito may move as a Beetle or a Spider and finish in one of the six green positions.

PLACING YOUR QUEEN BEE

It is possible to win the game without placing all your pieces, but once a piece has been placed, it cannot be removed.

Your Queen Bee can be placed at any time from your first to your fourth turn. You must place your Queen Bee on your fourth turn if you have not placed it before.

Tournament Rule: The Queen Bee cannot be placed on the first move.

MOVING

Once your Queen Bee has been placed (but not before), you can decide whether to use each turn after that to place another piece or to move one of the pieces that have already been placed. Each creature has its own way of moving. When moving, it is possible to pieces to a position where they touch one or more of your opponent's pieces.

NB: All pieces must always touch at least one other piece. If a piece is the only connection between two parts of the Hive, it may not be moved. (See 'One hive rule' p. 9)

SPIDER

The Spider moves three spaces per turn – no more, no less. It must move in a direct path and cannot backtrack on itself. It may only move around pieces that it is in direct contact with on each step of its move. It may not move across to a piece that it is not in direct contact with.

From its position, the black spider can end its move at one of four positions marked 3, but is unable to move to the position on its left marked 2 on its first step.

SOLDIER ANT

The Soldier Ant can move from its position to any other position around the Hive, provided the restrictions (p. 8 & 9) are adhered to. This freedom of movement makes the Ant one of the most valuable pieces.

RESTRICTIONS

ONE HIVE RULE

The pieces in play must be linked at all times. At no time can you leave a piece stranded (not joined to the hive) or separate the Hive in Two.

Moving the black Ant would result in the Hive being split in two

Moving the back Queen Bee to a position where it re-links the Hive is a slo an illegal move, as the Hive is left unlinked while the piece is in transit.
Tip: Use this rule to your advantage by moving your pieces to strategic positions around the Hive, leaving your opponent's key pieces unable to move.

FREEDOM TO MOVE

The Creatures can only move in a sliding movement. If a piece is surrounded to the point that it can no longer physically slide out of its position, it may not be moved. The only exceptions are the Grasshopper (which jumps into or out of a space), the Beetle and the Ladybug (which climb up and down) and the Mosquito (which can mimic one of the three).

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DOUBLE DRAGONFLY[®]

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Hive: Original + Pillbug, Ladybug & Mosquito expansions designed by John Yanni.

Hive: Colony: Venom, Swarm, Predators, Guardians and Honeycombo are unofficial expansions designed by Stephen Taylor.

THE PILLBUG

In this case, the Ant can be moved into one of eleven positions but is unable to move to the position in the centre of the Hive (See 'Freedom to Move', p.9).

THE NEW CREATURES

We advise new players not to use the following creatures until they have gained some experience in playing the game.

The Pillbug moves one space at a time, but it also has a **special ability** it may use instead of moving.

The **Special ability** allows the Pillbug to move an adjacent piece (friend or enemy) two spaces; up on itself and then down into another empty space adjacent to itself.

Similarly, no piece may move into a space that it cannot physically slide into.

NB: When first introduced to the game, a piece may be placed into a space that is surrounded as long as it does not violate any of the placing rules, in particular the rule about pieces not being allowed to touch pieces of the other colour when they are first placed.

UNABLE TO MOVE OR PLACE

If a player can not place a new piece or move an existing piece, the turn passes to their opponent who then takes their turn again. The game continues in this way until the player is able to move or place one of their pieces or until the Queen Bee is surrounded.

THE END OF THE GAME

The game ends as soon as one Queen Bee is completely surrounded by pieces of any colour. The person whose Queen Bee is surrounded loses the game, unless the last piece to surround their Queen Bee also completes the surrounding of the other Queen Bee. In that case the game is drawn. A draw may also be agreed if both players are in a position where they are forced to move the same two pieces over and over again, without any possibility of the stalemate being resolved.

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HIVE² VENOM

THE OBJECT OF HIVE : VENOM

The object of Hive: Venom is the same as Hive: Original except you can win by either surrounding your opponent's Queen Bee or Queen Wasp.

PREPARATION

Each player takes all 14 pieces of one colour and places them any side up in front of them.

PLAYING THE GAME

Each of the original Hive pieces has a Hive: Venom piece on the reverse side. The rules are exactly the same as the original Hive except a player can either choose to **place**, **move** or **flip** a piece. You can choose which side to play face up except with the Queen Bee which must always be placed facing up.

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You can only move or flip a piece once the Queen has been placed. The game is won when either a player's Queen Bee or Wasp has been surrounded.

FLIPPING

You can flip a piece even if it cannot move but not if it is under a stack, or was moved by your opponent on their previous turn.

We recommend playing without the Mosquito, Ladybug or Pillbug expansions whilst you gain some experience of the new, reverse side creatures and familiarise yourself with the flipping mechanism.

Alternatively, you can choose to add any number of the venom pieces to the original Hive game as additional expansion creatures.

THE VENOM CREATURES



QUEEN WASP

The Wasp moves one space around the Hive. Or, instead of moving, it can use its **special ability** to sting any enemy piece that's not in a stack. The stung piece is immediately flipped and is unable to move, use its special power or be re-flipped for one turn. The Wasp cannot sting a piece that has just moved or flipped by your opponent.



The orange hexes are the bugs that the Queen Bee can sting.

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FIREFLY

The Firefly moves two spaces up on top of the Hive from the ground level. When on the Hive it moves one space until it drops down. It cannot move around the Hive at ground level.



DRAGONFLY



The Dragonfly moves one space up onto the Hive. Once on top of the Hive it must then move onto any adjacent piece and continue moving in a straight line in the same direction until it drops back down to ground level at the end of the row.

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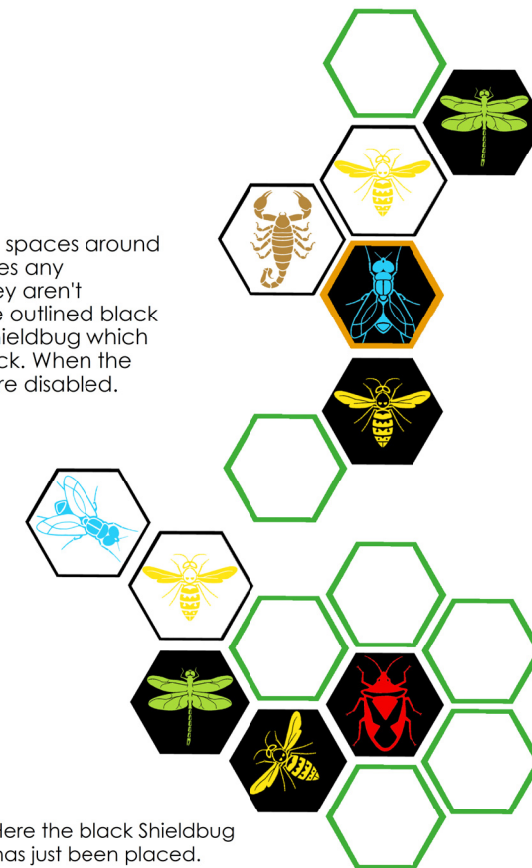
SCORPION

The Scorpion moves exactly two spaces around the Hive. Additionally it suppresses any adjacent enemy bug so that they aren't permitted to flip (see the orange outlined black Fly), with the exception of the Shieldbug which is immune to the Scorpion's attack. When the Scorpion is covered its powers are disabled.



FLY

The Fly can fly from any position to land on any bug that that your opponent placed, moved or flipped on their last turn. This includes bugs on top of a stack. It then moves one space down into an empty adjacent space at ground level.



Here the black Shieldbug has just been placed.

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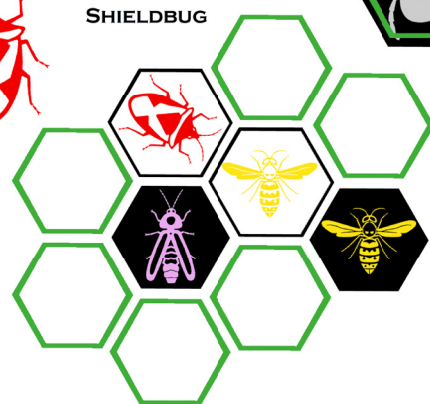
CENTIPEDE

The Centipede moves three spaces on top of the Hive and must end its turn on another piece which isn't in a stack. The piece which the Centipede finishes on then swaps places with the Centipede's original position

The one Hive rule must always be upheld; the Hive must not be broken, even whilst swapping the two pieces.



SHIELDBUG

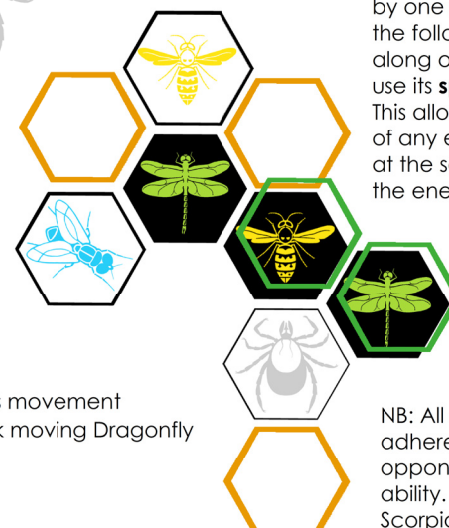


The Shieldbug moves two spaces, one up onto the Hive then one down to end its turn on the ground level. It cannot be moved, flipped or removed from the Hive by any enemy piece, nor by any friendly piece it is touching. When the Shieldbug is covered its powers are disabled.

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TICK



Green: Tick's movement
Orange: Tick moving Dragonfly

The Tick alternates between moving one space up onto the Hive followed by one space back down again on the following turn. It cannot move along on top of the Hive. Or, it can use its **special ability**: Mind Control. This allows the Tick to take control of any enemy piece it is adjacent to at the same level of the Hive. It make the enemy piece use its own special ability, e.g another piece, or move the enemy piece using the piece's own movement.

NB: All existing Hive rules must be adhered to when moving an opponent's piece or using its special ability. The Tick cannot use the Scorpion or Shieldbug's passive special abilities.

THE END OF THE GAME

The game ends as soon as either the Queen Bee or Wasp is completely surrounded by pieces of any colour. The person whose Queen Bee or Wasp is surrounded loses the game.

Variations: Both players use the same configuration of face up pieces and cannot flip them during the game. Or a piece must remain on whichever face it is played.

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HIVE² SWARM

PREPARATION

Hive: Swarm can be played with Hive: Original or Hive: Venom, including any other Hive expansions. Both players select their initial hand which includes their Queen Bee and three secretly selected pieces of their colour. The remaining pieces are placed into the Swarm bag. The Players then reveal their hand ready for play to begin.

PLAYING THE GAME

The game plays exactly like Hive with each turn consisting of placing, moving, or flipping a piece in the case of Hive: Venom. Upon placing a piece you must draw out a new piece from the Swarm bag, unless it is empty. The extra twist being that you can draw out and place your opponent's pieces! Each piece must be placed in accordance with the rules for that colour.

Alternatively, you can choose to draw out another piece from the Swarm, or steal one of your pieces from your opponent's hand. This can only be done once you have placed your Queen Bee and counts as your turn. You can immediately move any of your pieces placed by your opponent.

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HIVE² PREDATORS

The Predators pack includes two deadly bugs with bite, the Praying Mantis and the Assassin Bug. Both of these bugs have the ability to permanently remove an enemy piece from the Hive.

The Predators can be used with any of the Hive games, injecting an exciting range of new offensive and defensive possibilities.

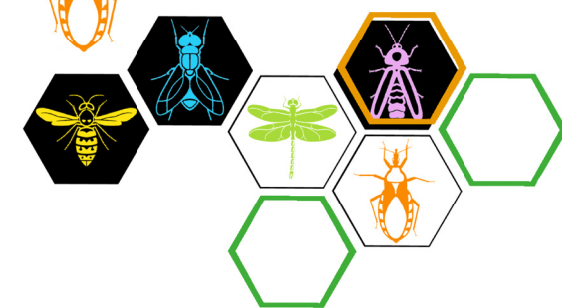
ADDITIONAL VICTORY CONDITION

If the player's Queen Bee or Wasp is removed from the Hive then the game is won instantly!

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ASSASSIN BUG



Green: Move piece
Orange: Remove piece

The Assassin bug moves one space around the Hive. Or, instead it can use its **special ability** to remove an adjacent enemy piece that's not in a stack. To do this it moves on top of the enemy piece permanently removing both the enemy piece and the Assassin bug from the game. The Assassin bug cannot remove a piece your opponent has just moved or flipped.



PRAYING MANTIS



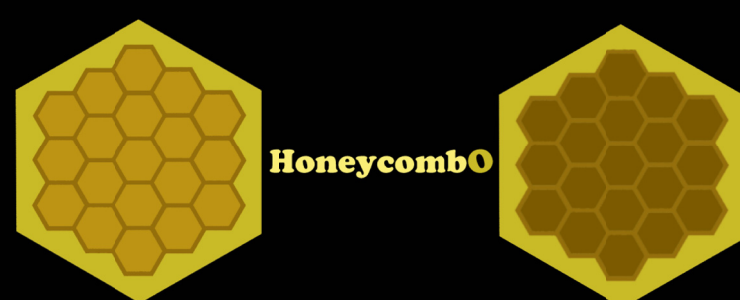
Orange: Remove the black Scorpion that's just been placed.

The Praying Mantis doesn't move, it waits...

The Mantis cannot ordinarily move, however, if your opponent placed a piece on their last turn then the Mantis can fly onto and remove that piece. Both the Mantis and the enemy piece are then permanently removed from the game.

NB: The Mosquito is removed if it mimics either predator in removing an enemy piece. The one Hive rule must not be broken at any time during removing a piece. Also, neither Predator can remove a piece which is touching the Shieldbug.

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Honeycombo

Flip the Honeycombo to play two moves on your next turn and discover a host of new possibilities. The Honeycombo can be used with any of the Hive games, creating new game-play possibilities and spicing up the opening positions.

The game begins with The Honeycombo placed facing dark (black) side up. The Honeycombo is neutral so both player's can place their pieces touching it. However; it still counts as a piece surrounding the Queen Bee.

The Honeycombo can only be flipped by the player who's colour is face up, and only once they have placed their Queen Bee.

Flipping the Honeycomb counts as your move for that turn but allows you to make two moves on your next turn. The two moves can be with the same piece or separate pieces and includes: placing, moving, flipping, drawing or stealing a piece in the case of Hive: Venom and Hive: Swarm respectively. Your opponent cannot immediately re-flip the Honeycombo, they must wait until at least their next turn.

When moving two pieces in a turn it is only the last piece moved which cannot then be moved by your opponent on their next turn. The Honeycombo cannot be moved, removed from the Hive, or remain covered by any piece at the end of a player's turn.

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HIVE² GUARDIANS

The Guardians pack includes two high flying bugs which protect the Hive from above, the Butterfly and the Moth. They have a unique placement as they can only be placed directly on top of one of your existing pieces, including those in a stack. As with standard bug placement they must not be placed next to a piece of your opponent's colour. The Guardians can be used with any of the Hive games and may be flipped on the Hive.

MODIFIED VICTORY CONDITION

In addition to surrounding your opponent's Queen Bee or Wasp you must also ensure they are covered from above and therefore entirely surrounded.



BUTTERFLY

The Butterfly moves two spaces on top of the Hive but cannot move down off the Hive.



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MOTH

The Moth moves two spaces. One space down from on top of the Hive to ground level, then one space back up to finish on top of the Hive.

NB: The Mosquito can only mimic the movements of the Butterfly or Moth when adjacent to either piece on top of the Hive and not at ground level since they don't begin their movement there.



We highly recommend playing with only one additional Hive expansion at a time whilst familiarising yourself with the rules. Once you have mastered them individually it's time to take on the ultimate Hive challenge by combining Hive: Venom with the Honeycombo, Predators and Guardians expansions for a superbug showdown. But, If you really want to mix things up, try including Hive: Swarm rules to push your mental skills to the absolute limit and discover who has the definitive Hive Mind.

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