

HIVE

Rules and More Information!



Thank You for Supporting the RIT Beekeeping Club!

About

Hive is a board game with no board, just hexagon tiles! It is a two player game, sort of like chess. There are five different kinds of pieces, and 11 total pieces per player. The entire game revolves around the players' Queen Bees. Each player is trying to use their tiles to capture the opposing Queen Bee.

This game was invented in 2001. The version you have right now was created much more recently to support the RIT Beekeeping Club. All profits from this game go to supporting the club and RIT's campus apiary.

This version of the game was handmade using club-designed and carved linocut prints and water-based ink on wooden blocks.

If you would like a more in-depth tutorial on how to play, check out the following website:

<https://en.boardgamearena.com/tutorial?game=hive&tutorial=699>.

Goal

Hive revolves around "capturing" the other player's Queen Bee. The Queen Bee is captured when she is completely surrounded by tiles! The tiles that surround her can be your opponents... or yours. Whoever surrounds the opposing Queen Bee first wins!

Pieces

There are 22 total pieces in this set: 11 **Warm** tiles and 11 **Cool** tiles.

The **Warm** player should have:

- ❖ 1 Gold Queen Bee
- ❖ 2 Orange Beetles
- ❖ 3 Mustard Grasshoppers
- ❖ 2 Maroon Spiders
- ❖ 3 Red Ants

The **Cool** player should have:

- ❖ 1 Black Queen Bee
 - ❖ 2 Dark Blue Beetles
 - ❖ 3 Green Grasshoppers
 - ❖ 2 Purple Spiders
 - ❖ 3 Teal Ants
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Rules

Starting the Game

There are two players: **Warm** and **Cool**. Decide which player is which half of the color wheel. Also pick who will go first!

Playing the Game

The First Move

The player who is going first starts by placing any tile in their hand in the center of the table. The next player then chooses their starting piece and places it on the table, making sure that the two tiles touch.

Placing Pieces

A player can always choose to place a piece during their turn. Except for the two first pieces played, a player may not place a piece touching their opponent's color.

Every piece after the very first must be touching the **Hive**. The **Hive** is what we call the playing surface; it is made up of all the pieces in play.

Placing the Queen Bee

The Queen Bee can be placed anytime between the first and fourth turn. Put her out strategically!

Moving Pieces

All the tiles in the game can move around the **Hive—but only after the Queen Bee is placed**. Each bug moves in a different way and according to different rules.

Most pieces move around the outside perimeter of the **Hive**, except for the Grasshopper.

You are able to move pieces to a place where they touch one or more of your opponent's tiles. However, each piece must remain connected to the **Hive**. If moving a piece would split the **Hive** in two, it cannot be moved!

The Bugs

Queen Bee

The Queen Bee can only move one space per turn, just like a king in chess.



Beetle

The Beetle can only move one space per turn, but can also move on top of an adjacent tile. However, it must initially be placed on the table, not on a tile.



If a tile has a Beetle over it, that tile is stuck! The position in the hive also takes on the color of the Beetle (**Warm** or **Cool**, for the purposes of placing new tiles). Beetles can move up to a tile from the table, down from a tile to the table, or across the tops of two adjacent tiles.

Beetles can only be blocked by other Beetles—all four Beetles can be stacked on top of each other!

Grasshopper

The Grasshopper does not move around the **Hive** perimeter. Grasshoppers move by jumping from their position over other tiles to the next unoccupied space along a row



of pieces. A Grasshopper must always jump over at least one piece. Rows are formed by straight lines of tiles—no zigzagging!



Spider

The Spider moves exactly three spaces each turn. It must move in a direct path and cannot backtrack. A Spider may only move around the pieces that it is in direct contact with during each step of its move. Spiders may not move across pieces they do not come into direct contact with.

Ant

The Ant can move from its position to any other position on the **Hive** perimeter (assuming its movement does not break rules around keeping the **Hive** together).



Restrictions

One Hive Rule

All pieces in the **Hive** must remain linked at all times as one contiguous surface. You cannot strand pieces by cutting off their connection to the **Hive**, nor can you separate the **Hive** into two parts.

Freedom to Move

Bugs move by sliding. This means that if a piece is surrounded in a way such that it cannot slide out of its position, it cannot move (typically this means there are 5 adjacent tiles to the piece). Grasshoppers, which can jump in or out of spaces, and Beetles, which can climb up and down, do not follow this rule.

Pieces also must slide into place, so the same logic applies. If a piece cannot slide into a position, it cannot move there (Grasshoppers and Beetles excluded).

Pieces can always be placed into a non-slideable spot assuming the rule around touching an opponent's tile upon placement is not violated.

When Unable to Move or Place

If a player cannot place a tile nor move a tile without breaking the rules, then their turn is skipped. The game continues this way until that player can place or move a tile, or until the game is won.

Game End

The game ends immediately when one Queen Bee is completely surrounded by *any* tiles (color does not matter!). The player whose Queen Bee is surrounded is the loser. However, if both Queen Bees are surrounded simultaneously, the game is a draw. Players can also agree to draw if a stalemate occurs.