

AWARD WINNING GAME

TRAVEL SIZE

INCLUDES BOTH MOSQUITO &
LADYBUG EXPANSIONS



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WINGE[®] pocket

SURROUND YOUR OPPONENT'S QUEEN BEE USING CREATURES THAT ALL MOVE IN UNIQUE WAYS, AND YOU WIN.

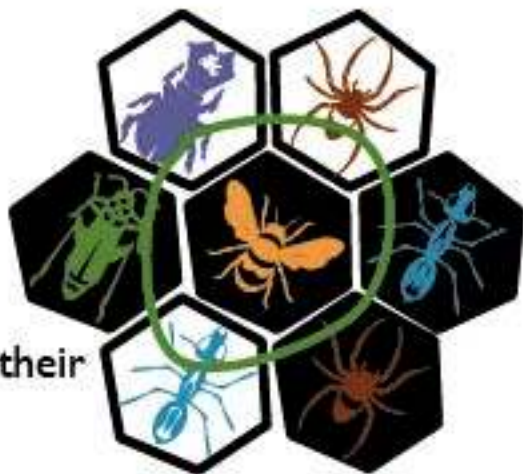
A MODERN CLASSIC THAT'S
GREAT FUN TO PLAY!

CHALLENGING WITH SIMPLE RULES, NO
NEED FOR A BOARD, SO CAN BE PLAYED
JUST ABOUT ANYWHERE.



The Object of Hive

The object of the game is to totally surround your opponent's Queen Bee whilst at the same time trying to stop your opponent 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.



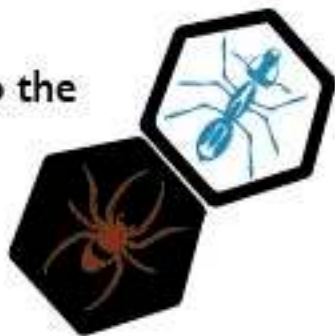
The black Queen Bee is surrounded.

Preparation

Each player takes all 13 pieces of one colour and places them face up in front of them.

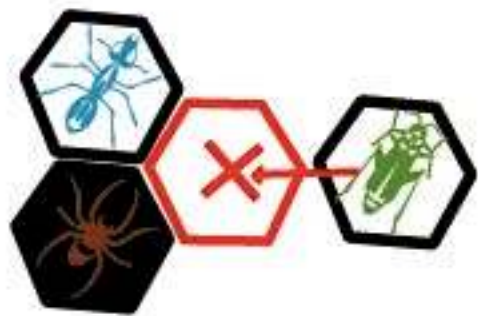
Playing the Game

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.



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

Placing your Queen Bee

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.



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 move 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. 8)

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 one space per turn around the 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.



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.



Grasshopper

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





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.

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.



Ladybug

The Ladybug moves three spaces; two on top 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.

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

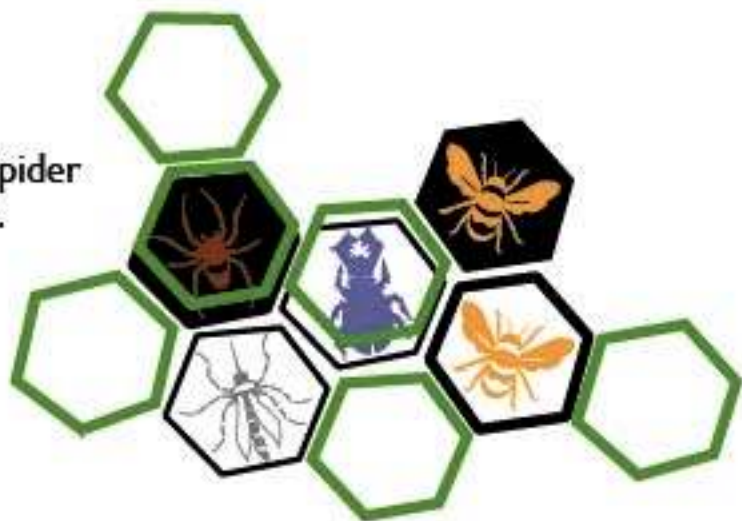


Mosquito

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. 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.

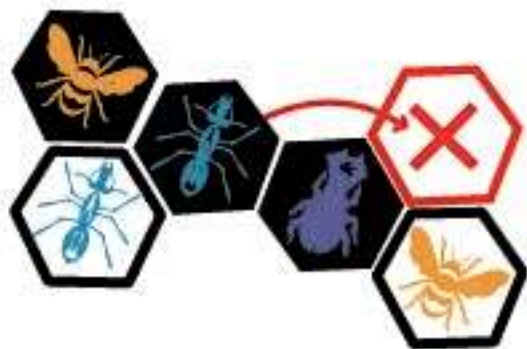
In this case
the Mosquito may move as a Beetle or a Spider
and finish in one of the six green positions.



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.

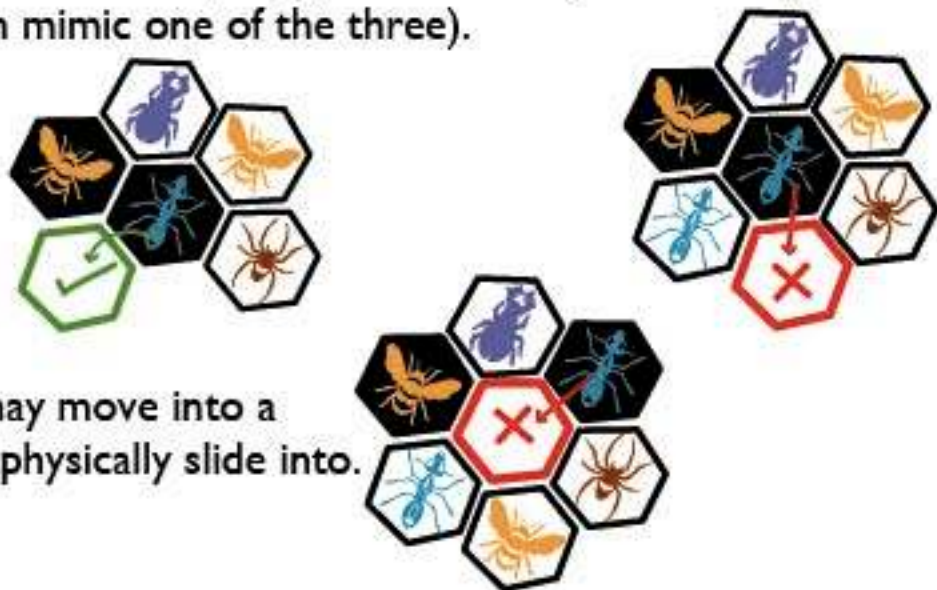


Moving the black Queen Bee to a position where it re-links the Hive is also an illegal move,
as the Hive is left unlinked while the piece is in transit.

Tip: Use this rule to your advantage by moving your pieces to strategic posi-
tions 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).



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 their 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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