



WHAT IS HIVE

HIVE IS A HIGHLY ADDICTIVE STRATEGIC GAME FOR TWO PLAYERS THAT IS NOT RESTRICTED BY A BOARD AND CAN BE PLAYED ANYWHERE ON ANY FLAT SURFACE. HIVE IS MADE UP OF TWENTY TWO PIECES ELEVEN BLUE AND ELEVEN SILVER, RESEMBLING 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 THIS FORMS A PATTERN THAT BECOMES THE PLAYING SURFACE [THE 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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OBJECT OF HIVE

THE OBJECT OF THE GAME IS TO TOTALLY SURROUND YOUR OPPONENTS QUEEN, WHILST AT THE SAME TIME TRYING TO BLOCK YOUR OPPONENT FROM DOING LIKEWISE TO YOUR QUEEN. THE PLAYER TO TOTALLY SURROUND HIS OPPONENTS QUEEN WINS THE GAME. THE PIECES SURROUNDING THE QUEEN CAN BE MADE UP OF A MIXTURE OF YOURS AND YOUR OPPONENTS PIECES.



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PLACING [WHEN A NEW PIECE IS INTRODUCED TO THE GAME]

THE GAME BEGINS BY EACH PLAYER PLACING DOWN IN TURN ONE OF HIS PIECES. EXCEPT FOR THESE FIRST TWO PIECES, ANY PIECE THAT IS PLACED INTO THE GAME CAN ONLY BE TOUCHING ITS OWN COLOUR BUT ONCE A PIECE IS PLACED IT HAS THE FREEDOM TO MOVE AROUND THE HIVE TOUCHING ANY COLOUR.



ALSO ONCE A PIECE HAS BEEN PLACED INTO THE GAME, IT CANNOT BE TAKEN OUT OF THE GAME AGAIN.

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QUEEN PLACING

THE QUEEN BEE CAN BE PLACED AT ANY TIME FROM YOUR FIRST TO YOUR FOURTH TURN, BY YOUR FOURTH TURN YOU WOULD HAVE HAD TO HAVE PLACED YOUR QUEEN.



MOVING [WHEN A PIECE THAT HAS ALREADY BEEN INTRODUCED INTO THE GAME IS MOVED TO ANOTHER POSITION]

NOT ALL THE PIECES HAVE TO BE PLACED BEFORE MOVING BEGINS. YOU CAN CHOOSE TO EITHER MOVE OR TO PLACE IN YOUR TURN **BUT** YOU CAN ONLY MOVE ONCE YOU HAVE PLACED YOUR QUEEN.

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ONE HIVE RULE [HIVE BEING THE PATTERN THAT IS CREATED BY PIECES 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.



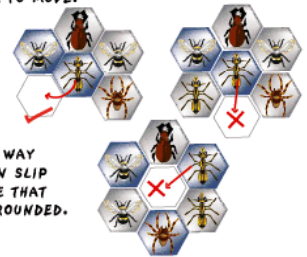
DIAGRAM
MOVING THE BLUE ANT WILL RESULT IN CREATING TWO SEPARATE HIVES, MAKING THIS AN ILLEGAL MOVE.

DIAGRAM
MOVING THE BLUE ANT TO A POSITION WHERE IT RE-LINKS THE HIVE IS ALSO AN ILLEGAL MOVE, AS WHILST MOVING IT THE HIVE IS LEFT UNLINKED.

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FREEDOM TO MOVE

EXCEPT FOR THE BEETLE AND HOPPER THE OTHER 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 FROM ITS POSITION, IT HAS LOST THE FREEDOM TO MOVE.

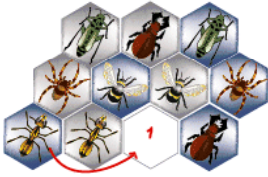


IN THE SAME WAY NO PIECE CAN SLIP INTO A SPACE THAT IS ALSO SURROUNDED.

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ENDING ON A DRAW

THE ONLY WAY A GAME OF HIVE CAN END ON A DRAW, IS IF THE LAST PIECE THAT COMPLETES THE SURROUNDING OF ONE OF THE QUEENS ALSO COMPLETES THE SURROUNDING OF THE OTHER QUEEN. THE LIKELIHOOD OF A DRAW IS HEIGHTENED IF BOTH QUEENS ARE NEXT TO EACH OTHER.



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QUEEN BEE

THE QUEEN BEE CAN MOVE ONLY ONE SPACE PER TURN. THROUGH THE QUEEN IS RESTRICTED IN THIS WAY, IF MOVED AT THE RIGHT TIME CAN CAUSE MAJOR PROBLEMS TO YOUR OPPONENT'S PLANS.

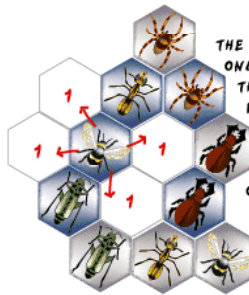


DIAGRAM
FROM THE POSITION OF THE BLUE BEE IT IS ABLE TO MOVE INTO ONE OF FOUR SPACES.

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BEETLE



THE BEETLE LIKE THE QUEEN CAN MOVE ONLY ONE SPACE BUT CAN ALSO MOVE ON TOP OF ANY OF THE OTHER PIECES. THE PIECE THAT THE BEETLE REMAINS ON IS UNABLE TO MOVE AND TAKES ON THE COLOUR OF THE BEETLE PIECE, AN ADVANTAGE WHEN PLACING. THE BEETLE ALSO HAS THE ADVANTAGE OF DROPPING INTO SPACES THAT ARE BLOCKED. THE ONLY WAY TO BLOCK A BEETLE THAT IS ON ANOTHER PIECE IS TO SIT ANOTHER BEETLE ON TOP OF IT, ALL FOUR BEETLES CAN BE STACKED.



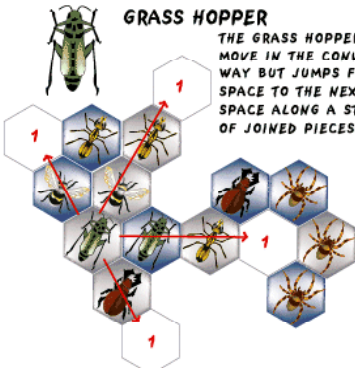
THE BEETLE IS PLACED IN THE SAME WAY AS ALL THE OTHER PIECES AND CANNOT BE PLACED DIRECTLY ON TOP OF ANOTHER PIECE. [SEE PLACING RULES]

DIAGRAM
FROM THE POSITION OF THE SILVER BEETLE, IT IS ABLE TO MOVE INTO ONE OF TWO SPACES OR ON TOP OF ONE OF TWO PIECES.

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GRASS HOPPER

THE GRASS HOPPER DOES NOT MOVE IN THE CONVENTIONAL WAY BUT JUMPS FROM ITS SPACE TO THE NEXT UNOCCUPIED SPACE ALONG A STRAIGHT ROW OF JOINED PIECES.



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SPIDER

THE SPIDER MOVES THREE SPACES PER TURN AROUND THE HIVE, NO MORE AND NO LESS. IT CAN MOVE ONLY IN A DIRECT PATH AND CANNOT BACKTRACK ON ITS SELF AND MUST BE IN CONTACT WITH THE HIVE ON ALL THREE POSITIONS OF ITS MOVEMENT.



DIAGRAM
FROM ITS POSITION THE BLUE SPIDER CAN MOVE INTO ONE OF FOUR SPACES.

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SOLDIER ANT



THE SOLDIER ANT CAN MOVE FROM ONE POSITION TO ANY OTHER POSITION AROUND THE HIVE BUT NOT JUMPING INTO A SPACE LIKE THE HOPPER. THIS FREEDOM OF MOVEMENT MAKES THIS ONE OF THE MOST VALUABLE PIECES.

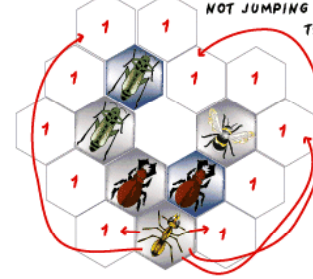


DIAGRAM
IN THIS CASE THE ANT CAN BE MOVED INTO ONE OF ELEVEN SPACES

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