

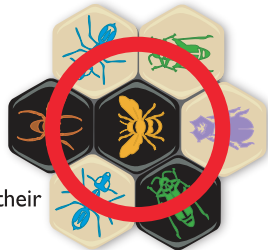
# Hive Ultimate Pocket

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## 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 14 pieces of one colour, black or white, and places them face up in front of them.

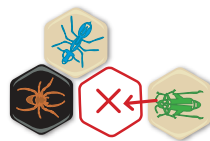
## Playing the Game

Play begins with white placing any piece from their hand, apart from their Queen Bee, to the centre of the table, and black joining one of their own pieces, apart from their Queen Bee, to their opponent's piece edge to edge. Once their Queen Bee has been placed, a player can choose either to place or move any one of their pieces in their turn.



## Placing Restriction

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 touching any of their opponent's pieces.



The white Grasshopper cannot be placed touching the black spider

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 second to your fourth turn. You must place your Queen Bee on your fourth turn if you have not placed it before this.



## Moving

You may not move any of your pieces until you have placed your Queen Bee. 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. A piece that has already been placed, can legally be moved to a position where it touches one or more of your opponent's pieces.

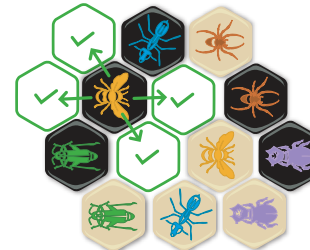
NB: All pieces must always touch at least one other piece. If a piece is the only connection between two parts of the Hive, it may not be moved. (See 'One Hive rule' p. 9)

## The Creatures and how they move



Queen Bee

The Queen Bee can move only one space per turn, and must adhere to the 'Freedom To Move Rule' p.10



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 rule on p.1 & 2, the stack takes on the colour of the Beetle, so that direct drops are possible, as long as you adhere to the placing rule and do not touch any of your opponents pieces. The Beetle must also adhere to the 'Freedom To Move Rule' p.10

NB: When it is first placed, the Beetle is placed in the same way as all the other pieces, on the lower level, 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.

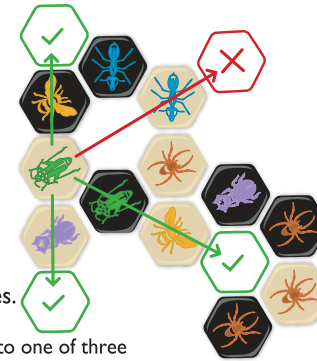
The only way to block a Beetle that is on top of the Hive is to move another Beetle or Mosquito on top of it. All Beetles and Mosquitoes can be stacked on top of each other.

From its position, the white Beetle is able to move to one of three positions, but not to the position marked X, as this would violate the 'Freedom To Move' rule p.10.



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 connected pieces (but at least one) to the next unoccupied space along a straight row. This gives it the advantage of being able to fill in a space which is surrounded by other pieces.



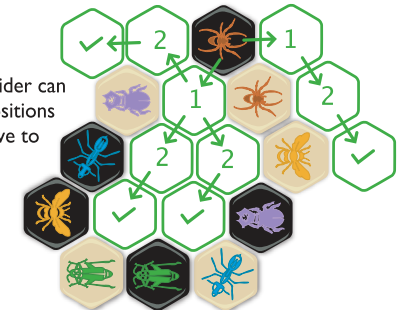
From its position, the white Grasshopper can jump to one of three spaces. NB: It cannot jump across the gap to the space marked X



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. 9 & 10) 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. 10).



### 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 or Mosquito, it can move into or out of surrounded spaces. It also has the advantage of being much faster.

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



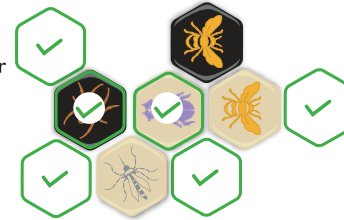
### Mosquito

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.

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



### Pillbug

The Pillbug moves one space at a time like the Queen Bee, 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; (one) up onto itself and then (two) down into another empty space adjacent to itself.

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' P.9).
- The Pillbug may not move a piece through a narrow gap of stacked pieces (violating the Freedom to Move Rule P.10). See Fig 3

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Furthermore, any piece moved by the Pillbug may not be moved at all (directly or via Pillbug action) on the next player's turn.

NB: The Mosquito can mimic either the movement or special ability of the Pillbug, even when the Pillbug is immobile (just moved), but not if it is covered.

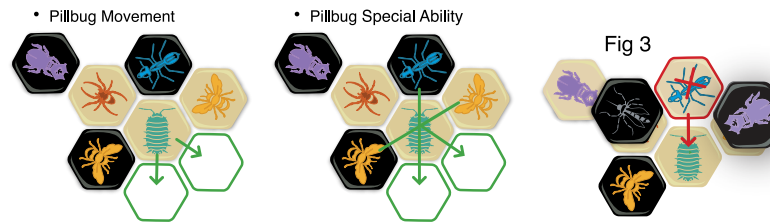


Fig 3

### 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.

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Tip: Use the 'One Hive Rule' to your advantage, by moving your pieces to strategic positions around the Hive, and by blocking your opponent's key pieces you render them immobile, as they will not be able to move and violate the 'One Hive Rule'.

### Freedom To Move

Most of 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, because of a narrow gate, it may not be moved. Similarly, no piece may move into a space that it cannot physically slide into through a narrow gate. The only exception is the Grasshopper, which doesn't move in the conventional way, but jumps into or out of a space, and the Mosquito, when mimicking the Grasshopper.

The Ladybug, which climbs up and then down, and the Beetle, which can choose to climb, must still adhere to the 'Freedom to Move' rule when moving, or when climbing to the second level if there is a narrow gate of stacked pieces in their path. Even though they can normally move up and down out of, and into a surrounded position, they cannot move through narrow gates, see Fig 4



Fig 4

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.

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### 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, this can be a mixture of yours and your opponents pieces. 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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