

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 22 highly durable plastic pieces. The pieces are separated into 2 colours, 11 black and 11 ivory that are embossed with 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 down, this forms a pattern that becomes the playing surface, known as the hive (the pieces themselves become the board).

Unlike other such games, the pieces are never eliminated and not all have to be played.

The object of Hive

The object of the game is to surround totally your opponent's queen bee, whilst at the same time trying to block your opponent from doing likewise to your queen bee. The player to surround their opponent's queen bee wins the game. The pieces surrounding the queen bee can be made up of a mixture of both yours and your opponent's pieces.

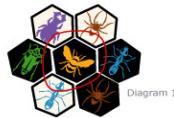
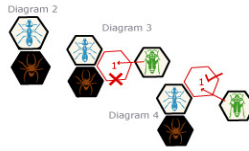


Diagram 1

Placing

(When a new piece is introduced to the game) The game begins with each player placing down in turn any one of their pieces. Except for these first two pieces, all pieces that are placed into the game, from then on, can only be placed where they do not touch an opponent's piece. Once a piece is placed, on your next turn, it may be moved to a position where it is touching an opponent's piece.



Once a piece has been placed into the game, it cannot be taken out of the game.

Queen Bee placing

Your queen bee can be placed from your first to your fourth turn. On your fourth turn, if you have not placed your queen bee you are forced to do so.



Moving

(When a piece that has already been introduced 'placed' into the game is moved to another position). With the exception of your queen bee, not all your pieces have to be placed before you move any. You can choose to either move or place any one of your pieces in your turn but you can only start moving your pieces once your queen bee has been introduced 'placed' into the game.

One Hive rule

(Hive being the pattern that is created by pieces of both sides 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.

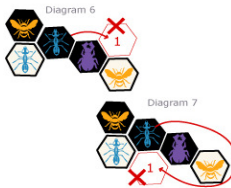


Diagram 6: Moving the black ant will result in creating two separate hives, making this an illegal move.

Diagram 7: Moving the black ant to a position where it re-links the hive is also an illegal move, as whilst moving it, the hive is left unlinked when the piece is in transit.

Freedom to move

Except for the beetle who can climb up onto another piece or the grass hopper who can jump in or out of a position, all 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 of its position, it may not be moved.

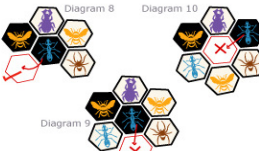


Diagram 10: In the same way no piece may move into a space that it cannot physically slip into. Note: A piece may be placed into a space that is surrounded as long as it does not violate any of the placing rules.

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 queen Bee, also completes the surrounding of the other queen Bee. The likelihood of a draw is heightened if both queen Bees are next to each other. A draw may also be called 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.



Diagram 11

Queen Bee

The queen bee can move only one space per turn but even though the queen is restricted in this way, if moved at the right time it can cause major problems to your opponents plans.



Diagram 12

Diagram 12: The black Bee from its position, is able to move into one of four spaces.

Beetle

The beetle, like the queen bee, can move only one space per turn but unlike any other piece it can also move on top of the hive. The piece that the beetle remains on is unable to move and for placing purposes the stack is now counted as the colour of the top beetle. The beetle also has the advantage of dropping into spaces that are surrounded. The only way to block a beetle that is on top of the hive, is to move another beetle on top of it. All four beetles can be stacked on top of one another. The beetle is placed in the same way as all other pieces and cannot be placed directly on top of the hive.



Diagram 13

Diagram 13: From its position, the Ivory beetle is able to move into one of four positions.

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. This gives it the advantage of being able to fill in a space in the centre of the hive. Note: It has to jump over at least one piece.

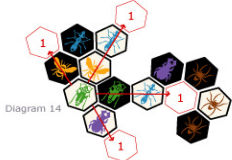


Diagram 14

Spider



The spider moves three spaces per turn around the hive, 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 movement and may not move across to a piece that it is not in direct contact with.



Diagram 15

Diagram 15: From its position, the black spider can move into one of four spaces 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 but only with a sliding movement. This freedom of movement makes this one of the most valuable pieces.



Diagram 16

Diagram 16: In this case the ant can be moved to one of eleven positions but is unable to move into the position in the centre of the hive that is surrounded. See 'freedom to move' section.