

Hivernation

The Guide Book

Winter is coming!

It's time for the **Drones** to *get out!* Their drunken, lazy feast has gotten out of hand. The **Workers** are tired, fed up, and on the verge of a strike! **Queen Zizi** needs to close the hive for winter, save what food is left, and make room for her next generation of children. It's time to clean house!

THE GAME

Hivernation is a battle between the Drones and the Workers, and requires at least 2 players (or two teams consisting of 2 or more players on each team). Each player chooses to be either **Worker Bees** or **Drone Bees**. Using strategy, cunning and a few specialty tiles, each player attempts to convert their opponents tiles to their own by flipping them. The player with the most of their chosen bees face up at the end, takes over the hive and wins the game. *That's it. Simple, eh? Ready to play?*

THE SETUP

The game consists of:

1 **Queen Zizi** tile

Queen Zizi



40 double-sided **Worker/Drone Bee** tiles

Workers

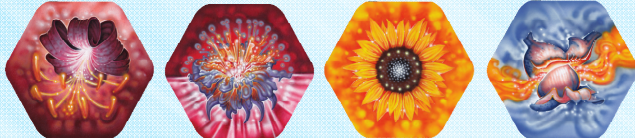


Drones



and 16 single-sided **Specialty** tiles:

Flower Tiles



Bear Tile



Pesticide Tile



Beekeeper Tile



Each player chooses whether to be the **Worker Bees** or the **Drone Bees**. There is no advantage to either choice. Each player gets a stack of 20 double sided **Worker/Drone Bee** tiles. *Make sure each player's tiles are turned so that the bee of their choice is displayed on the topside of the tile.*

Shuffle the **Specialty** tiles, images face down. Each player is dealt 3 random **Specialty** tiles. The remaining tiles are placed in a stack, the imagery remaining *face down*. This is the luck element of the game. **Queen Zizi** is placed in the middle of the play space of your choice (table top, floor et al).

Who starts the game? Whoever ate honey or used a honey product most recently, of course!

ARCADE / STANDARD GAME PLAY

Each player takes turns placing **Bee** tiles in the game space. There are 4 basic opportunities:

1. Attach *your Bee* to **Queen Zizi**.



2. Attach your **Bee** to *your own Bees*.

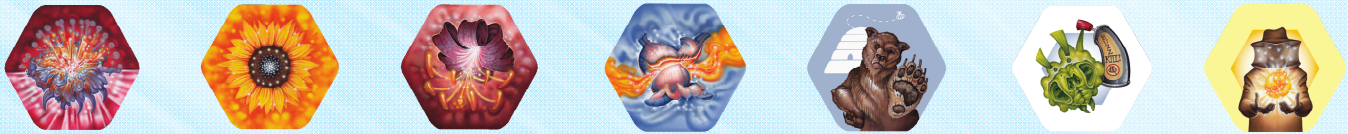


3. The Pincer Attack Move

Once **Drones** and **Workers** are touching, an attack can be made by positioning your opponent's tiles between your own along a *straight* Line of Sight. (**NOTE:** Line of Sight is explained on page 4) The tiles caught in between are flipped over, converting into **Bees** that match their attackers **Bees**.



4. Play a **Specialty Tile**.



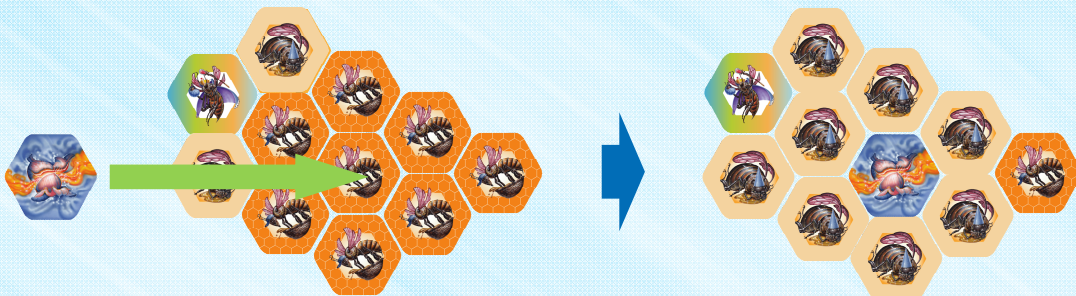
USING THE SPECIALTY TILES

NOTE: Queen Zizi is a neutral tile. She is impervious to game play and *cannot* be played through. She stays in place during the game and cannot be removed. No specialty tiles can be played on Queen Zizi.

FLOWER TILES



Flower tiles can be played on top of *or* beside any Bee tile. They can only be played *beside* other Specialty tiles. Any Bee tile belonging to your opponent that *directly* touches your flower tile flips over to match yours. Other Specialty tiles remain unaffected by Flower tiles. The Flower tile remains on the board and becomes a **Blocker** (**NOTE:** Blocker is explained on page 4) Flower tiles *cannot* be stacked. (no *direct* flip backs!) No other Specialty tiles can be played on top of flower tiles.





THE BEAR TILE & PAW TOKEN

Bear tiles can be played on top of *or* beside any Bee tile. They can be played *beside* any other Specialty tile. Any Bee tiles *directly* touching the Bear tile (including your opponents) become impervious to being flipped and become Blockers. (**NOTE:** Blocker is explained on page 4) Use the Paw tokens to mark the affected tiles for easy reference. No other Specialty tiles can be played *on top* of the Bear tile. Bees attaching to any open side of the Bear tile follow the same rules as attaching to Queen Zizi.



THE PESTICIDE TILE

Pesticide tiles can be played on top of *or* beside any Bee tile. They can be played *beside* any other Specialty tile. The Pesticide tile removes tiles from the hive and creates a discard pile. Tiles in the discard pile can only be retrieved by playing a Beekeeper. Pesticide removes the following tiles from the hive:

- any bee tile or Specialty tile touching the Pesticide tile
- the tile beneath it (if it is played on top of a Bee tile)
- any tiles that are no longer attached to Queen Zizi's hive
- and the pesticide tile



THE BEEKEEPER TILE

Beekeeper tiles are unique in that *they do not get played to the game surface*. When a player uses the Beekeeper tile, they *exchange it* to choose *one* Bee tile or *one* Specialty tile from the discard pile; players choice. The selected tile *must be played immediately*. The Beekeeper tile is then added to the discard pile.

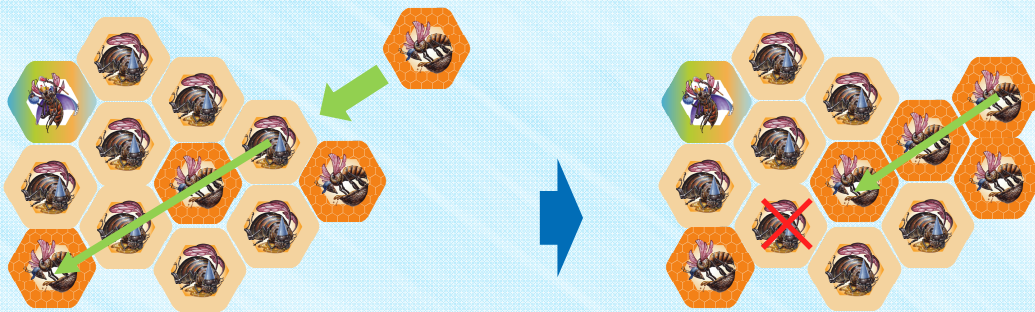
OTHER MOVES & TERMS EXPLAINED

BLOCKER—A Blocker tile is a tile that prevents play directly through it. These are Queen Zizi, Flower tiles, Bear tiles and any Bee tile affected by a Bear tile (see **The Bear Tile** on page 3)

Example: This Worker wants to attach to the hive in the hopes of converting two Drones to Workers, but the Flower in the middle acts as a Blocker and prevents the move from happening. NOTE: This Worker can still attach to the hive, because it is attaching to one of its own. It simply won't flip any of its opponent's tiles to Workers.



LINE OF SIGHT—Regular pincer attack moves operate by line of sight. *Line of Sight is always straight; no zig-zags, no curves.* Even though there may be many opponent tiles in a line, a player can only flip the tiles up to the next one in the line that is theirs. In other words, a player cannot play through their own Bee tiles. In this example, this Worker wants to attach a tile in the hopes of converting two Drones to Workers but, due to the Line of Sight rule, only the first Drone is flipped while the second Drone remains untouched.



MULTI-DIRECTIONAL PLAYS—A player may attack their opponent's tiles in more than one direction while making a pincer attack move. This opportunity arises more frequently as more tiles are added to the hive. This is a **multi-directional play** and can result in flipping the opponent's tiles along two, three, or more *straight* Lines of Sight. Each time a multi-directional attack is played, no matter how many Lines of Sight are achieved, the player selects 1 Specialty tile from the stack at random.

Example: This Worker want to attack the Drones in more than one direction. This is a legal pincer attack move, which results in flipping over 4 Drones and converting them to Workers along two different Lines of Sight, and comes with a bonus Specialty tile drawn from the top of the Specialty tile stack.



ENDING THE GAME

The last round is signalled when a player lays down their *last Bee tile*, regardless of how many Specialty tiles both players have remaining or how many bee tiles their opponent has. This signals one final move for the other player, who can play a Bee tile or a Specialty tile. The game is then over. Each player counts the number of their bee tiles. The player with the most Bees face up dominates the hive and wins the game! (**NOTE:** Bee tiles in the discard pile are not counted.)

NOTE: In Arcade Mode, it is possible to use the Beekeeper as your final move as long as there is a discard pile to select a tile from. The selected tile must be played immediately, which ends the player's turn, as well as the game.

Ending Scenario Possibility

Dominating the hive before a player plays all of their Bee tiles. **Basic Game Mode:** If it is impossible for your opponent to play a Bee tile before either you or your opponent plays their last Bee tile, the game is considered over. The player whose Bees dominate the hive wins. **Arcade Mode:** The same rule applies here as in Basic Game Mode, unless your opponent has Specialty tiles remaining to play. These can still be played to disrupt the hive, with the intention of making it possible for your opponent to play a Bee tile on their next turn. If no tiles can be played, the game is over. The player whose Bees dominate the hive wins.

PLAY MODES

There are 3 play modes for Hivernation:

1. **QUICK PLAY** (15 mins) - Each player chooses 10 Worker or 10 Drone tiles *only*. No Specialty tiles are used in Quick Play mode. The game is played using the regular pincer attack to convert your opponent's bees to your own. The game is over when the last bee tile is played. Ideal for breaks at work, lunch times, or as a warm up for the full arcade version of Hivernation!
2. **ARCADE OR STANDARD MODE** (15-30 mins) - Each player chooses 20 Worker or 20 Drone tiles and is dealt three Specialty tiles at random. This version of the game includes all of the Specialty tiles. The last round is signalled by a player laying down their last Bee tile. Their opponent, regardless of how many tiles they have remaining, is then allowed one last opportunity to lay a tile (Bee or Specialty) before the game is over. This mode is not for the faint of heart! This is where the *real* strategists show their mettle!
3. **TOTAL DOMINATION** (15-? mins) - Each player chooses 20 Worker or 20 Drone tiles *only*. No Specialty tiles are used in Total Domination mode. Once both sides have played all their Bee tiles they are now allowed to *pick up and move* their tiles around the playing surface to their advantage, converting their opponents tiles as effectively as possible. The game is over when either the Workers or the Drones have been completely converted by the opposing side or no more moves are available.



Please enjoy Hivernation! We've certainly enjoyed creating it :)

Game Designers

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