

Hive

· Abstract strategy · 2 · 20–30 min

GOAL

Surround the opponent's Queen Bee on all 6 sides. The tiles can belong to either player.

YOUR TURN

On your turn you do **one** thing: place a new tile from your hand, or move a tile already in the hive. You may not pass unless you have no legal move.

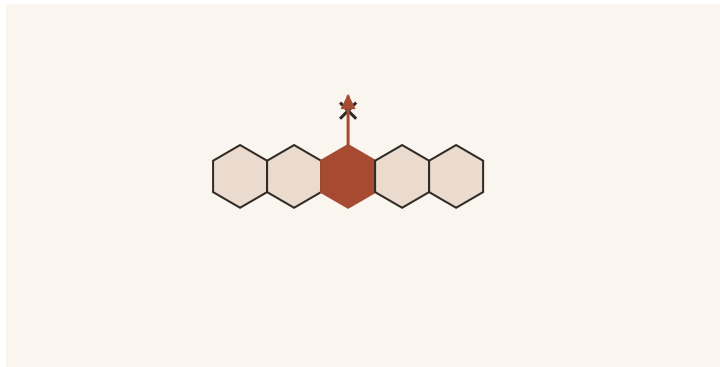
A new tile must touch at least one of your own and **none of the opponent's**. That applies only to placing. The first two tiles of the game are the exception.

You must place your Queen by your 4th turn. The current Pocket Ultimate rulebook forbids placing her as your first tile. Until she is in the hive you cannot move anything; you can only place.

The game ends immediately when a Queen is surrounded on all six sides. If the same move surrounds both Queens, the game is a draw. Players may also agree a draw when the same moves repeat with no possibility of resolving the stalemate.

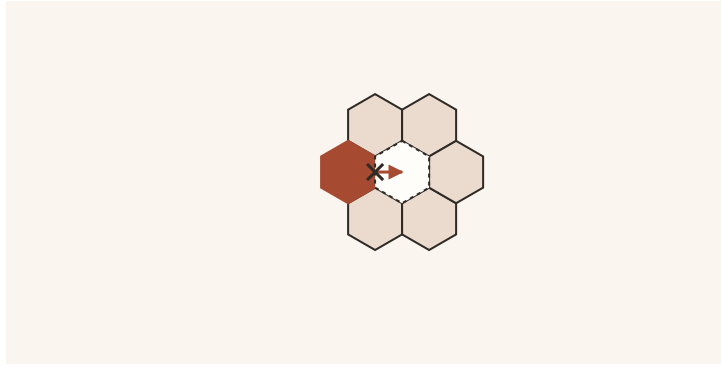
Base game: restrictions and movement

1. The hive must stay in one piece. You cannot move a tile if the hive would break in two. This applies during the move, not only at the end.



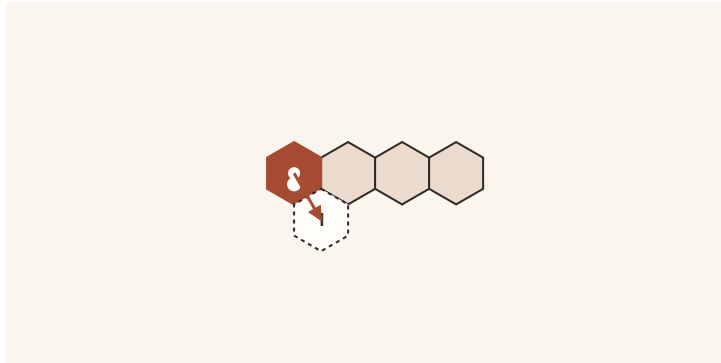
This tile cannot move. The hive would break into two parts.

2. A tile needs physical room to move. If the gate between two adjacent tiles is too narrow, it cannot pass. The Grasshopper jumps it. A Beetle or Ladybug may climb out of or into a surrounded ground space, but stacks high enough to form a narrow gate at the level being crossed still block it.

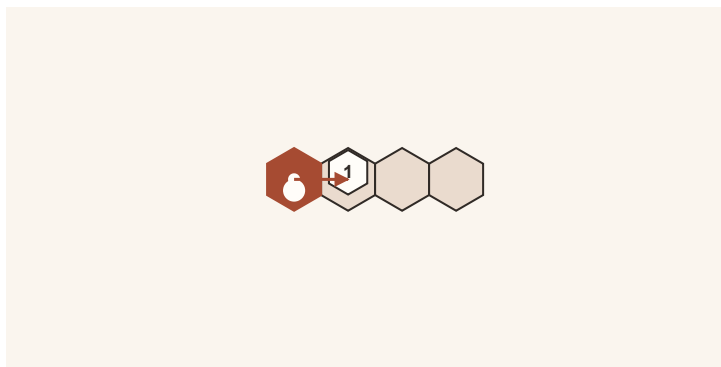


The gap is too narrow. The tile cannot pass through.

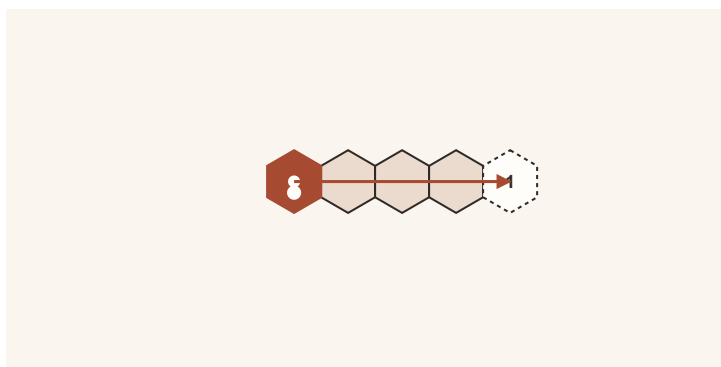
Queen Bee: slides 1 free space around the edge. One Hive and Freedom to Move apply throughout.



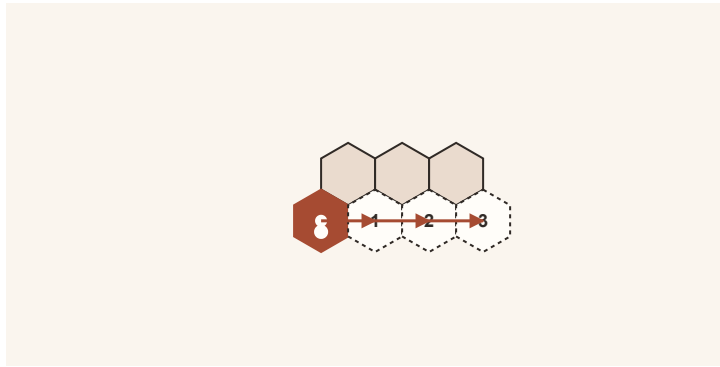
Beetle: 1 space. On the ground it slides like the Queen, but it may climb onto an adjacent tile or stack. From above it may cross the hive and descend into an otherwise enclosed empty space. The covered tile is trapped; the colour of the top Beetle controls the stack for new placements.



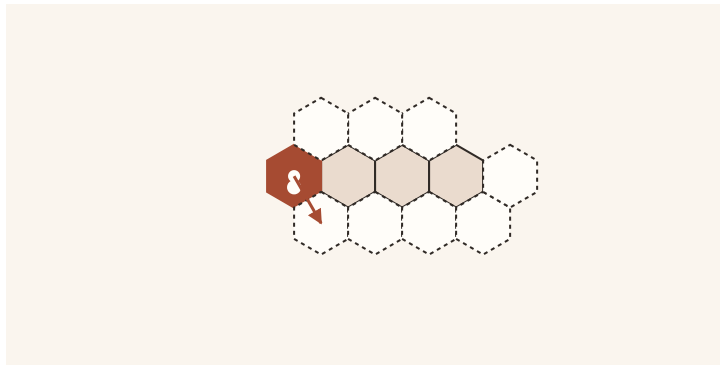
Grasshopper: jumps in a straight line over **at least one** unbroken row of tiles to the first empty space. It cannot jump a gap or stop before the first empty space.



Spider: exactly 3 sliding steps around the edge. It must remain in contact with the hive on every step; it cannot stop early or backtrack along the same path.



Soldier Ant: any distance around the outside edge that it can reach by continuous sliding. It cannot pass a closed gate or enter a sealed internal hole.



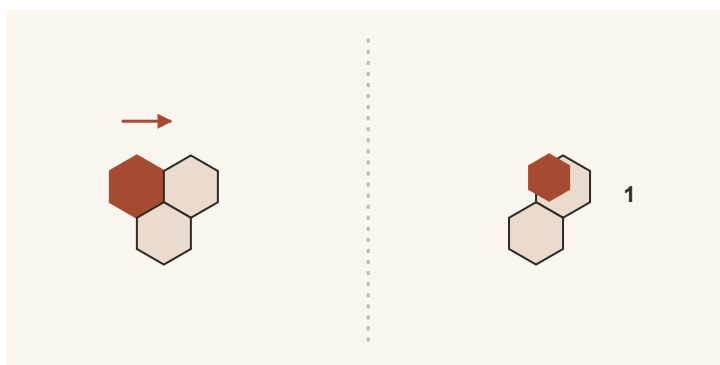
Setup and expansions: official / Colony

Base game: 22 tiles, 11 per player. Queen $\times 1$, Beetle $\times 2$, Grasshopper $\times 3$, Spider $\times 2$, Ant $\times 3$. Each of the three expansions adds 1 tile per colour, so Hive Pocket with all expansions has **14 tiles per player**. There is no board; the tiles form the playing area.

Official expansions: Mosquito, Ladybug, Pillbug

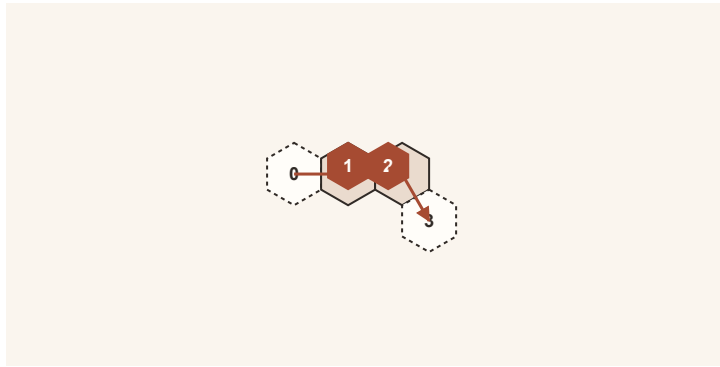
Mosquito copies the ability of **one type** of tile it touches at the start of the move, including an opponent's. If it touches several types, choose one. Beside a stack, only its top tile counts. While the Mosquito is on top of the hive, it moves as a Beetle until it comes down.

If a ground-level Mosquito touches only another Mosquito and no other type, it has no movement to copy and cannot move.



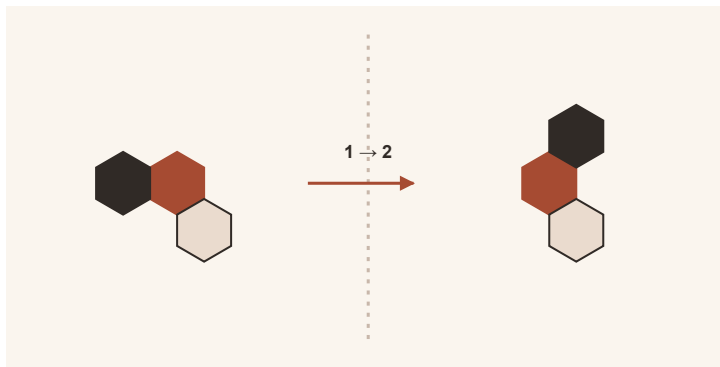
At left the Mosquito touches two tiles. It copies the adjacent Beetle; at right it stands on top of that tile.

Ladybug moves exactly 3 steps: the first two over occupied tiles or stacks, the third down to an empty space. It cannot use an empty space for either of the first two steps and cannot finish on top.



0 is the ground-level start. Rust steps 1 and 2 are on occupied tiles; dashed space 3 is the destination on empty ground beside the hive.

Pillbug may move itself 1 space like the Queen. Instead, it may lift an adjacent ground-level tile of either colour onto itself and drop it into a **different** empty adjacent space.



Before at left, after at right. The dark ground tile changes neighbours: 1 lift onto the Pillbug, 2 drop.

The Pillbug cannot move a stacked tile, the tile the opponent just moved, or a tile whose removal would split the hive. At both the lift **and** the drop, it cannot force the tile through a narrow gate made by stacks high enough to block it. A tile moved this way cannot be moved on the next player's turn—either directly or by another Pillbug ability. A Mosquito may copy the normal movement or special ability of a Pillbug it touches even when that Pillbug is itself immobilised; a covered Pillbug does not count because only the top tile of a stack is touched.

Hive Colony: unofficial fan expansions

Colony is not a Gen42 product or tournament Hive. The original modules below are Venom, Swarm, Predators, Honeycombo and Guardians. Use the same set and rules revision; begin with one module. Later homemade collections add other insects.

Venom

Double-sided tiles add a third turn choice: flip a tile. Place the Queen Bee face up; movement and flipping start after placement of the Queen. Do not flip a covered tile or one moved by your opponent last turn. Surrounding either Queen Bee or Wasp wins.

- **Wasp**: slide one or sting an unstacked enemy: flip it and disable movement, ability and flipping for one turn. Do not target an enemy just moved or flipped.
- **Firefly**: from ground, two steps up over the hive; once above, one step each turn until descending. No ground sliding.
- **Dragonfly**: climb onto an adjacent tile, then continue straight over the unbroken row and descend into the first space beyond it.
- **Scorpion**: exactly two slides. Adjacent enemies cannot flip; Shieldbug is immune. Covering it disables this passive power.
- **Fly**: fly onto the enemy tile just placed, moved or flipped, then descend one step into adjacent empty ground.

- **Centipede:** three steps above; finish on an unstacked tile, which swaps into its origin. Keep the hive connected throughout the swap.
- **Shieldbug:** one step up, one down. Enemies and adjacent friendly pieces cannot move, flip or remove it. Covering it disables protection.
- **Tick:** alternate one step up and one down on separate turns; no travel above. Instead control a same-height adjacent enemy's move or active ability. Passive powers cannot be copied.

Swarm · Predators · Honeycombo · Guardians

Swarm: start with Queen and three secretly chosen tiles. Bag the rest; after placing, draw a tile, possibly an enemy's. After Queen placement, spend a turn drawing from the bag or reclaiming your tile from the opponent's hand.

Predators: Assassin Bug slides one or removes itself and an adjacent unstacked enemy, except one just moved or flipped. Mantis normally stays still; remove it together with the tile the opponent just placed. Removing Queen or Wasp wins; connectivity and Shieldbug protection still apply.

Honeycombo: neutral Honeycomb starts black face up. After placing their Queen, the visible-colour player may flip it as a turn to gain two actions next turn. It stays fixed, cannot be removed or finish covered; the opponent cannot immediately flip it back.

Guardians: place Butterfly or Moth directly onto your tile without touching enemy colour. Butterfly moves two steps above; Moth one down then one up. This module changes victory: surround Queen or Wasp on six sides *and* cover it above.

Colony sources: [BGG: fan expansion](#) · [original rules \(mirror\)](#) · [Venom](#) · [other modules](#).

Source: [Hive Pocket Ultimate official rules](#). Diagrams are original. Official rulebook read 2026-10-02.
