

HIVERNATION



The Beekeeper's Guide



Winter is Coming!

It's time for the Drones to *get out!*

Their summer-long 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 the winter, save what food that remains, and make room for her next generation of children.

COMPONENTS

40 double-sided Worker / Drone Bee Tiles

1 Starter Tile



Queen Zizi

Mickey



The Chad



Gus



DRONES

Hazel



Pollette



Valeria



WORKERS

GAME OVERVIEW

Hivernation is an area control abstract strategy game for 2 players (or 2 teams of 2 players). Each player takes turns either attacking their opponent or using the effects of specialty tiles to disrupt their opponent's occupation of Queen Zizi's hive until one player dominates.

The area and shape of the hive will be limited to the size and shape of the flat surface you play on. We recommend a large table.

GAME MODES

Basic Game..... page 4

Total Dominationpage 8

Arcade Mode..... page 10

For new players, we recommend beginning with **Basic Mode** .

SPECIALTY TILES



Tiger Lily



Bee Balm



Beekeeper



Buzz Kill

8 Flower Tiles (2 of each)

2 Save Tiles

2 Pesticide Tiles



Sunflower



Snapdragon

4 Blocker Tiles

24 Stopper Tokens



Bruce



Paw



BASIC GAME

SETTING UP THE GAME

- 1 Each player (or team of players) chooses which type of bee they will play, Workers or Drones.
- 2 Create 2 stacks of tiles containing 10 bee tiles each. Flip all the tiles in one stack so the Worker bees are facing up. In the other stack, flip all the tiles so the Drone bees are facing up.
- 3 Each player (or team of players) places the stack of bee tiles corresponding to their choice of bee in front of them.
Team Mode: Each team splits their stack into 2 stacks of 5 bee tiles so each team member has their own stack of bee tiles.
- 4 Place Queen Zizi in the play area half-way between all players.
- 5 Whoever ate honey last, goes first. There is no advantage or disadvantage to going first.



2 Players



10 Drone Bee Tiles



Queen Zizi

10 Worker Bee Tiles



2 Teams



5 Drone Bee Tiles



5 Drone Bee Tiles



Queen Zizi

5 Worker Bee Tiles



5 Worker Bee Tiles



PLAYING THE GAME

Beginning with the first player, play in turn. Each player places 1 bee tile so that a side of the tile lies next to the open side of another tile already in play. After both players have taken their turns, this completes a round.



Team Mode: Turns alternate between a player on the one team then a player on the other team. After all players have had a turn, this completes a round.

Placing a bee tile is done using one of three moves, beginning with **Move #1**. This anchors the bee tiles and is the beginning of a hive that will change in shape during the game.

Move #1: Attach to Queen Zizi

Each player must attach to **Queen Zizi on their first move**. The first player attaches their bee tile to any of the 6 open sides on Queen Zizi's tile. Then, the next player attaches their bee tile to a remaining open side on Queen Zizi's tile.

Caution! Attach your bee tile beside your opponent's bee tile this early in the game and your opponent may attack, converting your bee to one of theirs.

After this first round is complete, players may **Attach to Queen Zizi (Move #1)**, **Attach to Your Own Bee Tiles (Move #2)** or **Attack Your Opponent's Bee Tiles (Move #3)**.



Move #2. Attach to Your Own Bee

Attach your bee tiles to any open sides of your own bee tiles currently in the hive.



If in the process of attaching to your own bee tiles, you attach to your opponent's adjacent bees or Queen Zizi, this is valid. This is where strategy comes in to play and you must try to set up your tiles so that you can **Attack Your Opponent (Move #3)**. Be careful! In trying to position your bee tiles, you will also be setting up your opponent to attack your bees.

Move #3. Attack Your Opponent: The Pincer Movement

The Pincer Movement is a military manoeuvre in which forces simultaneously flank opposite sides of their enemy. To Attack Your Opponent, you must place your bee tile so that it is on the opposite of an opponent's bee tile or row of bee tiles in line with another of your own bee tiles that is already in the hive.

After laying your tile, you have successfully attacked your opponent. Flip over all of your opponent's bee tiles that lie along the **Line of Sight** between your two bee tiles.



Lines of Sight

Attacks operate by Line of Sight. Your bee tiles must fall on opposite sides of your opponent's bee tiles in order for your attack to be successful.

Even though there may be many opponent tiles in a line, a player can only flip the tiles that lie between their bee tile already in play and the bee tile they attack with.

You cannot play through your own bee tiles. If more than one of your bee tiles falls along a Line of Sight in the hive, you cannot play through the first one of your bee tiles to your second bee tile.



Multi-Directional Attacks

A player may attack their opponent's bee tiles in more than one direction at the same time. This opportunity arises more frequently as more tiles are added to the hive.



This is a **Multi-Directional Attack** and can result in flipping your opponent's tiles along two, three, or more Lines of Sight. **Arcade Mode:** Every time a player performs a Multi-Directional Attack, they acquire 1 random Specialty Tile.

ENDING THE GAME: Go to Page 14

SETTING UP THE GAME

The set up is the same as the Basic Game with following changes:

2 Players: Each player starts with a stack of 20 Bee tiles.

2 Teams: Each team splits their stack of 20 bee tiles into 2 stacks of 10 bee tiles.

PLAYING THE GAME

Game play proceeds in the same manner as the Basic Game.

ENDING THE GAME

When a player has no more bee tiles to lay, on their turn they must remove one of their bee tiles from the hive then place it in a new location in the hive (**Move #2**) or attack their opponent's bees (**Move #3**).

NOTE: Whichever tile you select, cannot separate other tiles from the hive.

Play until either the Workers or the Drones have completely dominated the hive or no more moves can be made. The player with the most of their bee tiles facing up wins!

2 Players



20 Drone Tiles



Queen Zizi

20 Worker Tiles



2 Teams



10 Drone Tiles



10 Drone Tiles



Queen Zizi

10 Worker Tiles



10 Worker Tiles



2 Players



2 Teams



SETTING UP THE GAME

- 1 The set up is the same as Total Domination with the following changes;
- 2 Stack Specialty Tiles face down, shuffle, and set to the side of the play area.
- 3 Each player draws random Specialty Tiles from the stack:

2 Players: Each player receives 3 tiles.

2 Teams: Each player receives 2 tiles.

Players must look at all their specialty tiles so they can strategize about how and when to use these tiles. Keep them hidden from your opponent.

Team Mode: Players on the same team may look at one another's Specialty tiles but they cannot trade them or discuss strategy.

- 4 Set your Specialty Tiles near your bee tiles face down. Look at them whenever you need to.

PLAYING THE GAME

Game play proceeds in the same manner as the Basic Game with the choice of playing either a Bee Tile or a Specialty Tile.



PLAYING THE SPECIALTY TILES

There are five types of Specialty Tiles: **Queen Zizi**, **Flowers**, **Bears & Paws Tokens**, **Pesticides**, and **Beekeepers**. These tiles possess unique abilities that affect the hive in some way.

Specialty Tiles are played by attaching them to any Bee Tile or *on top* of any Bee Tile. They may also be played *beside* another Specialty Tile. **They cannot be played on top of other Specialty Tiles.**

For every **Multi-Directional Play**, draw 1 additional Specialty Tile from the stack set aside and add it to your Specialty Tiles. (See Page 7)



Queen Zizi

Queen Zizi is impervious to game play. She remains where she is initially placed in the game and does not move during the game. She anchors the other tiles. She is also a **Blocker**, which means she cannot be played through during an Attack Move. **Flower Tiles** and **Bear Tiles** are also **Blockers**.

EXAMPLE: This Worker wants to Attack here to convert two Drones to Workers, but Queen Zizi in the middle acts as a Blocker and prevents the move from happening.



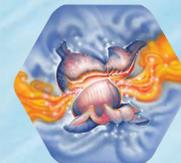
NOTE: This Worker can still attach to the hive here because it is attaching to one of its own. It simply won't flip any of its opponent's tiles to become Workers.



Flower Tiles

Tiger Lilies, Bee Balms, Sunflowers & Snapdragons, Oh my! **Flower Tiles** are beautiful and may seem innocent, but they are the most fickle of the Specialty Tiles.

Special Ability: Choose wisely where you place the Flower tile. It will affect any opponent's bees that touches its sides. Once in play, opponents bees are claimed. Flip them over to become yours. The Flower Tile then remains in play and becomes a **Blocker**.



Bee tiles can still attach to open sides of Flower Tiles and Bear Tiles following the same rules as attaching to Queen Zizi.



Bear Tiles & Stopper Tokens

Bruce the Bear is as stubborn as, well, a bear. Like all stubborn creatures, he's immovable, but his power doesn't end there.

Special Ability: All bee tiles touching the Bear Tile (including your opponents) can no longer be flipped over and become **Blockers**, including Bruce. Place the **Paw Stopper Tokens** on all affected bee tiles to help remind you.



Even though bee tiles affected by the Bear Tile cannot be flipped, they can still be used in the game as part of an Attack Move.



Pesticide Tiles

Nothing can ruin a good time like a Buzz Kill. **Pesticide Tiles** are the most disruptive tile in the game. They are best used when your opponent is in the lead. Be prepared to regain control by doing something drastic !

Special Ability: Pesticide Tiles remove tiles from the hive. When played, they remove the following tiles to form a discard pile:

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



Beekeeper Tiles

All is not lost! Where ever the mysterious Beekeeper goes, the faint sound of choral music follows.

Special Ability: Discard this tile to recover either 1 bee tile or 1 Specialty tile from the discard pile. The chosen tile must be played immediately.





ENDING THE GAME

1

The first player to play their last **bee** tile signals the beginning of the last round.

2

The second player plays one final tile and ends the round as well as the game. (In **Arcade Mode**, the last tile played could be either a Bee Tile or a Specialty Tile.)

Team Mode: Each player on each team plays one final tile. The last player to play their tile ends the round as well as the game.

3

The player or team of players with the most of their bee tiles facing up in the hive wins the game.



Possible Ending Scenarios

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. 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.

Players end the game in a draw. Congratulations, both players skill in strategy is equal. Break the draw by playing again!

Using the Beekeeper (or any Specialty Tile) as your final move in Arcade Mode. As long as there is a discard pile, this is a valid move. The selected tile must be played immediately. Ending the game proceeds as normal.

OTHER WAYS TO PLAY 100% PURE STRATEGY

Once you've mastered the basic game play, feel free to explore these suggested games modes, for those who want to play 100% Pure Raw Strategy and include the Specialty Tiles. We recommend learning Arcade Mode first, so you can be familiar with playing with the Specialty Tiles.



3-Tile Tussle



The set up is the same as Total Domination, then add:

2 Players: Each player adds 3 Specialty Tiles to their hand:
1 Bear Tile and 2 Flower Tiles.

2 Teams: Each player adds 2 Specialty Tiles to their hand:
1 Bear Tile and 1 Flower Tile.

Blossom Battle



The set up is the same as Total Domination, then add:

2 Players: Each player adds 4 Flower Tiles to their hand.

2 Teams: Each player adds 2 Flower Tiles to their hand.

Love & War

The set up is the same as Arcade Mode, then split the Specialty Tiles into 2 stacks, each containing: 4 Flower Tiles, 2 Bear Tiles, 1 Beekeeper Tile and 1 Pesticide Tile.

Players/Teams can look at only their own 8 Specialty Tiles. Each player/ team creates their own discard pile and may only add or withdraw tiles from their own discard pile.

Team Mode: Team players share the 1 stack of tiles.

HiVERNATION

Designed by



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