



Hive: The Firefly

The Firefly bug is a fan-made addition to the standard *Hive* game set.

General

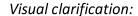
The Firefly enters the game the same as other pieces do. All general rules of the game apply to the Firefly.

Movement

The Firefly moves one field, just like the bee.

Attracting Ability

Instead of moving one field, the Firefly can use its special ability instead. It can attract a bug that is atop the Hive (a Beetle or a Mosquito) from the distance of two fields onto itself. The attracted bug must not have moved during the (opponent's) previous turn. The attracted bug cannot move during the (opponent's) next turn. The Firefly may attract the top bug from a stack of pieces.







Interaction With Other Official Expansions

The Firefly can be played with any other official and several fan-made *Hive* expansions.

If the attracted bug is a Beetle or Mosquito copying the beetle, the Firefly is automatically blocked until the attracted bug moves away.

If a Mosquito is adjacent to an uncovered Firefly, it can move one field like the Firefly or copy its special ability. If you are playing a game variant where the Pillbug can move a Beetle atop the Hive, and the Beetle has moved this way during the (opponent's) previous turn, the Firefly cannot attract that very Beetle during the current turn. The Firefly must wait until the Beetle stays dormant during the (opponent's) previous turn. The Firefly also attracts the Dragonfly the same way as it does the Beetle and the Mosquito.

Disclaimer

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Firefly art was made by Stephen Taylor. Originally, it appeared in the Hive Swarm fan-made expansion, used here with the permission of the author. Thank you!

See Stephen Taylor's own Hive Colony expansion here:

https://boardgamegeek.com/browse/boardgameexpansion?username=thefurrybadger&sort=title