



LARVAE

Overview Be the first to Jump all your Larvae Gems from your side of the board to the opposite side.

2 - 3 Players, 20-30 minutes, Ages 8+

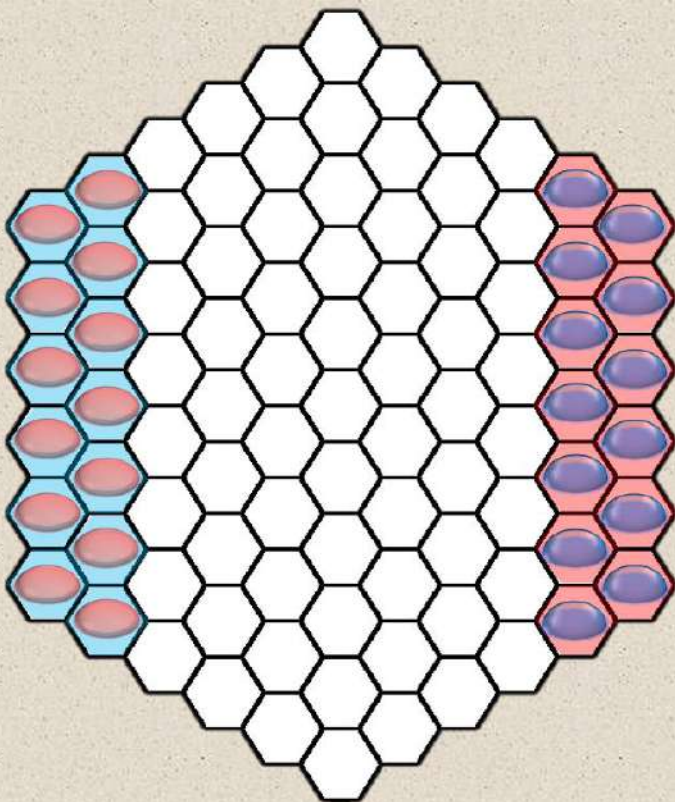
Components

Hex Hive Game Board

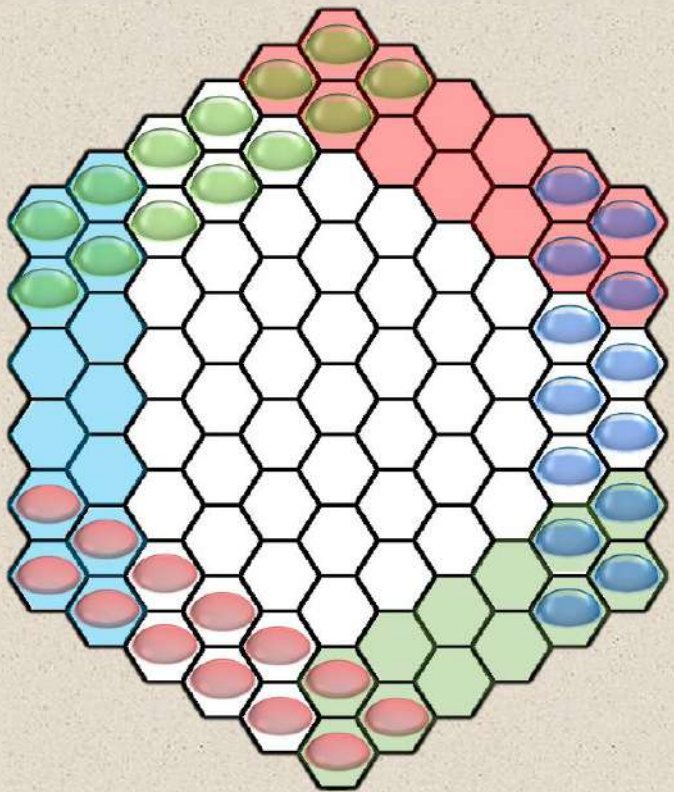
Larvae: 13 Red Gems 13 Blue Gems 13 Green Gem (3 player game)

Setup

- Place the Hex Hive Game board between all players.
- Each player places their 13 Larvae (Gems of their color) in the starting locations (shown below).
 - For a 2-player game, Larvae Gems start on opposite sides of the board.
 - For a 3-player game, Larvae Gems start on 3 different sides.
 - The illustration on the below, on the left, is the starting setup for a 2-player game.
 - The illustration on the right is for a 3-player game.
 - For example, the Red Larvae Gems move from the left to the right and must all end in the Red Hexes on the right side.



2 Player Game Setup



3 Player Game Setup

Gameplay

- Players take turns moving one Larva at a time.
- Larva can only move by jumping over other Larvae.
- Players can jump over their own Larvae or their opponents' Larvae.
- To Jump, a Larva must start in the Hex next to the first Larva it jumps over.
 - To end a Jump, there must be an empty Hex to land in.
 - Each Jump must be in a straight-line.
 - Each Jump is over all Larvae next to each other in the line (i.e., the Jump can be any length until an open Hex).
 - Multiple jumps are allowed in a single turn, as long as there are Larvae to jump over and empty spaces to land on.
 - Larvae cannot jump backward.
- Larvae are not captured (i.e., no Larvae are removed from the board during the game).
- In the rare event a player cannot make a move, they must pass their turn.
- Jumping is not mandatory (i.e. you can stop jumping at any time and do not need to continue jumping if you do not want to).

Game End

- The first player to move all their Larvae into the back two rows, on the opposite side of the board, wins the game.
- This game is based upon the classic game Halma.

Sample Turn

- A Red Larva in the upper corner makes 4 Jumps, landing in empty hexes and changing directions if the player wants to change directions.
 - At the end, the Red Larvae cannot move any further because there are no gems in hexes next to it.
- The Blue Larva in the upper right corner is currently isolated and cannot move.
 - This is indicated by the blue Xs (in the Hexes surrounding the Blue Larva).
 - In order to move that Blue Larva, either of the following must occur:
 - Either another Blue Larva from below must jump upward and stop in a hex next to it.
 - Or a Red Larva must jump into a Hex next to that Blue Larva.

