

# Hive Wars Instructions

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## Terminology

There are two kinds of units (larvae and hives). The green units belong to you. The red ones are enemies.

### Larva

- Larvae are the smaller circles on the field
- You can move larvae around the map
- If a larva is within a certain range of an enemy larva, they will automatically move towards each other and attack.

### Hive

- Hives are the larger circles on the field
- Every three seconds, a hive spawns a new larva
- A player can sacrifice five larvae to create a hive at any location

## Objective

- You win the match by destroying all of your opponent's hives
- You lose the match if the opponent destroys all of your hives

## General Controls

### Select a Single Unit

L-Click over a single entity.

### Select Multiple Units

L-Click, drag, then release to create a rectangle selection area.

### Select all units

A Key

### Deselect all units

D Key

### Move a Larva

With larvae selected, R-Click a destination

### Set a Hive Waypoint

With hives selected, R-Click the destination. When a new larva spawns, it will automatically move to this location.

### Create a Hive

With at least five larvae selected, click the H key, then L-Click where you want the hive.

### Navigate the Map

Move the cursor to the left, right, top, or bottom margin of the screen to move the camera in that direction. Alternatively, use the arrow keys

## Minimap Controls

### Move the Camera Using the Minimap

L-Click somewhere on the minimap to centre the view camera on that position

### Set Waypoints Using the Minimap

R-Click somewhere on the minimap to set the waypoints of the selected units to that destination.

## Control Groups

- Control groups are a utility for dividing up and easily accessing subgroups of units.
- There are ten control groups, defined by their # from 0-9
- The control groups are accessed by the # keys 0-9.

### Usage

- **Ctrl + #**: redefine group # containing the selected entities
- **Shift + #**: add the selected entities to group #
- **Single-Click #**: Select the entities in group #
- **Double-Click #**: Select the entities in group #, and move the view camera to the average position of the entities in that group.