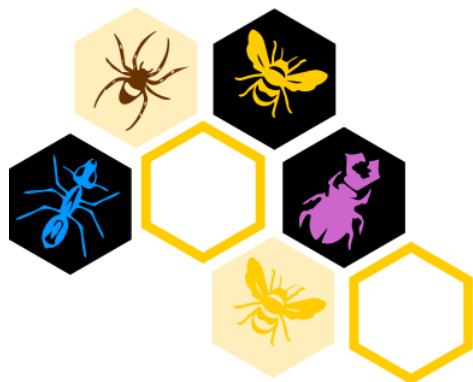


The Bugs



Queen Bee

The Queen Bee can move one space around the Hive.



From this position, the white Queen Bee can move to one of two spaces. It cannot move directly to the left because that would disconnect the Queen Bee from the Hive during the movement.



Beetle

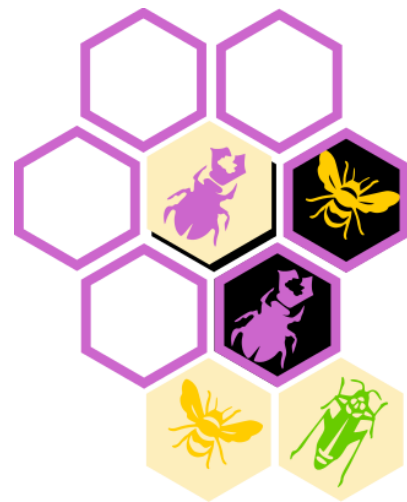
The Beetle can move one space. In addition to moving around the Hive, it can move on top of the Hive. When on the Hive, the Beetle can move from piece to piece across the Hive. It can also drop into spaces that are surrounded.



From this position, the white Beetle can move to one of five spaces, three of them being on top the Hive.

A piece underneath another piece is unable to move and for the purposes of placement & movement rules, the stack takes on the color of the topmost piece.

There is no limit to the amount of pieces which can be stacked on each other.

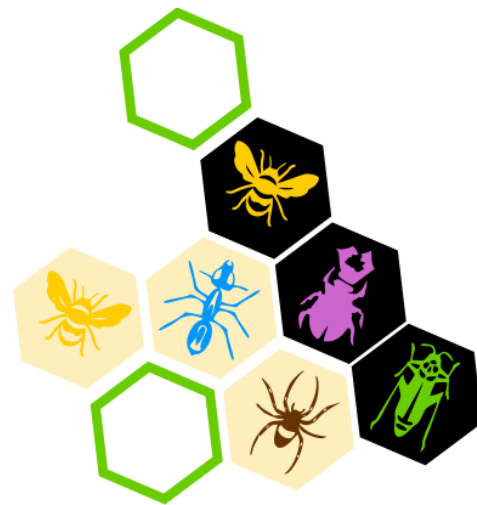


From this position, on top the Black Grasshopper, the white Beetle can move to one of six spaces.



Grasshopper

The Grasshopper does not move around the Hive. Instead, it jumps from its space over any number of pieces (but at least one) to the next unoccupied space along a straight row of joined pieces.



From this position, the Grasshopper can move to one of two spaces.



Spider

The Spider can either move exactly three spaces or jump over exactly one piece. If it moves three spaces, it must move in a direct path and cannot backtrack on itself. It can only move around pieces that it is in direct contact with on each step of its move.

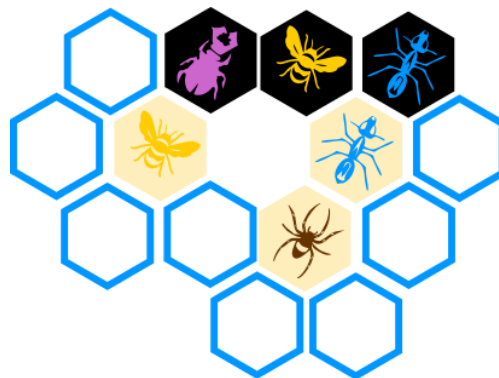


From this position, the Spider can move to one of three spaces.



Ant

The Ant can move an unlimited amount of spaces around the hive, provided it adheres to the moving restrictions and moves to a space touching at least one of the opponent's bugs.

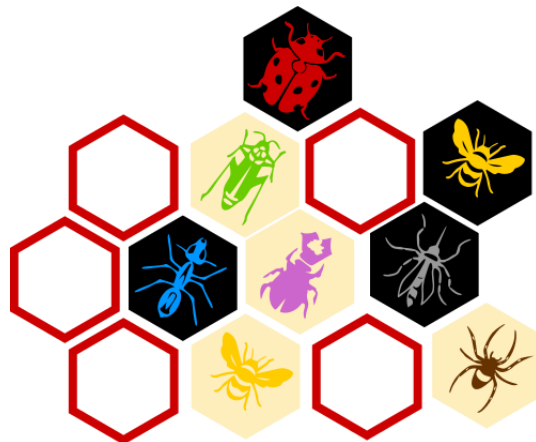


From this position, the black Ant can move to one of eight spaces.



Ladybug

The Ladybug moves three spaces: two on top of the Hive, then one down. It must move exactly two on top of the Hive and then move one down on its last movement.



From this position, the Ladybug can move to one of five spaces.



Mosquito

The Mosquito takes on the movement ability of any adjacent bug at the start of its turn, including your opponents. If moved on top of the Hive, it will then move as a Beetle until it climbs down from the Hive. If when on the ground level it is next to a stack, it can move as the bug on the top of the stack. It can never move another piece.

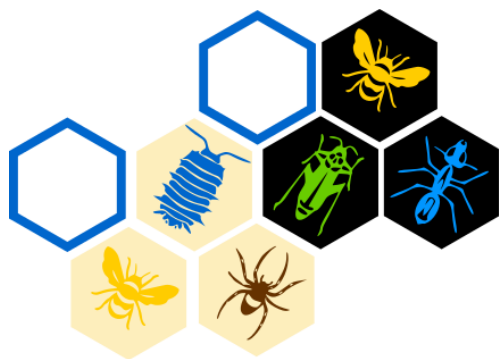


From this position, the Mosquito can move to one of five spaces. It can move as a Scorpion, Queen Bee, or Grasshopper.

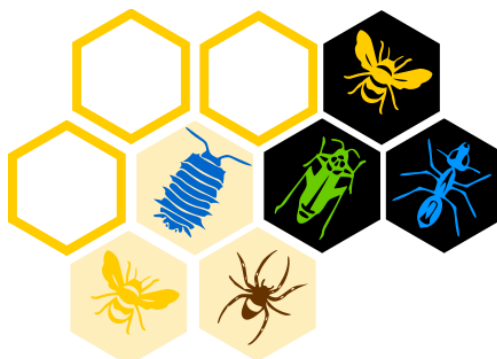


Pill Bug

The Pill Bug can move one space around the Hive. Instead of moving, the Pill Bug can pick up an adjacent bug not in a stack, move the bug on top of itself, and then drop it in an unoccupied adjacent space. It can only move a piece if moving the piece would not split the Hive. A Pill Bug cannot move another Pill Bug or a Centipede.



From this position, the Pill Bug can move to one of two spaces.



Alternatively, it can move the white Queen Bee to one of three spaces.

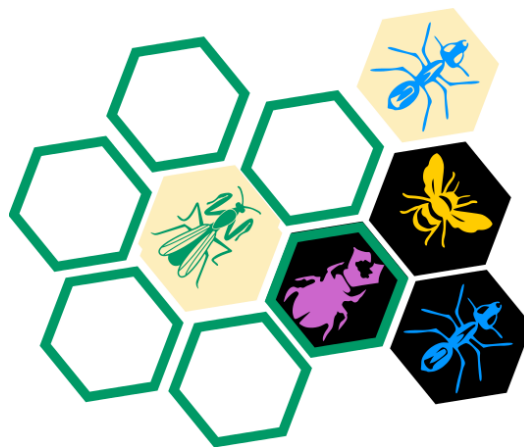


Mantis

When starting its turn on ground level, the Mantis cannot move. However, the Mantis can grab an adjacent bug, moving the bug underneath the Mantis. It can only grab a piece if there is a shared unoccupied space adjacent to both of them and if moving the piece would not split the Hive. On the Hive, the Mantis moves like a Beetle. The Mantis is on the same tile as the Beetle



From this position, the Mantis can only move the white Queen Bee under itself.

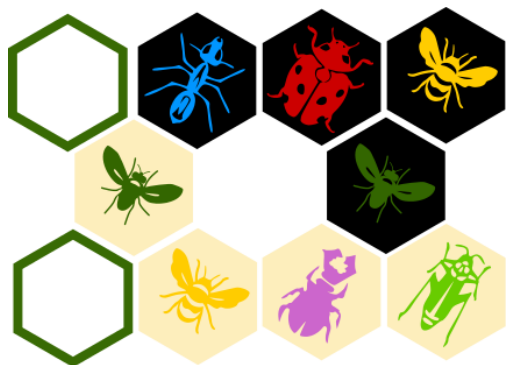


From this position, on top of the white Queen Bee, the Mantis can move to one of six spaces.

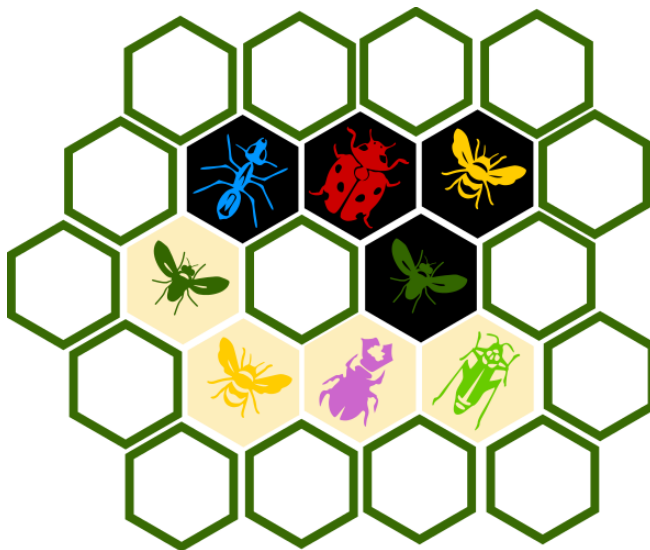


Fly

The Fly moves one space around the Hive if it has the freedom to do so. If the Fly does not have the freedom to move, and if removing the Fly would not break the one Hive rule, the Fly may fly to any unoccupied space on the ground level. The Fly is on the same tile as the Grasshopper



From this position the white Fly can move to one of two spaces.

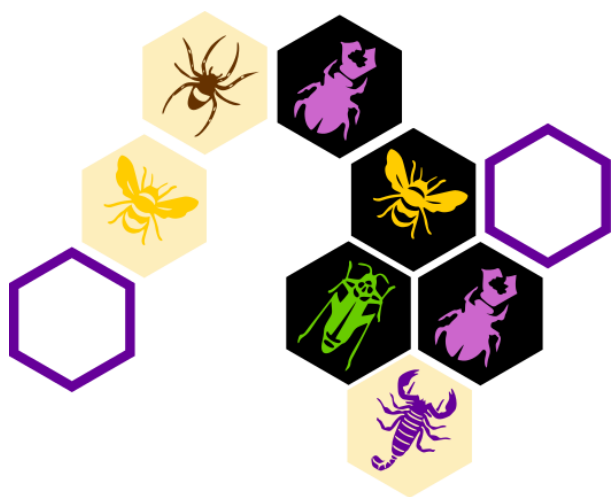


From this position the black Fly can move to one of fifteen spaces.

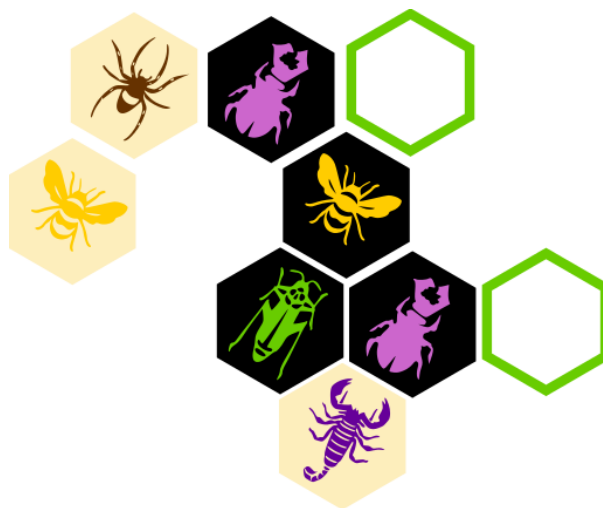


Scorpion

The Scorpion moves exactly three spaces along the hive, similar to the spider. No piece is allowed to move on top of, jump over, or move, the Scorpion, even if momentarily during their movement. The Mosquito does not copy this ability. The Scorpion is on the same tile as the Spider.



From this position the Scorpion can move to one of two spaces.

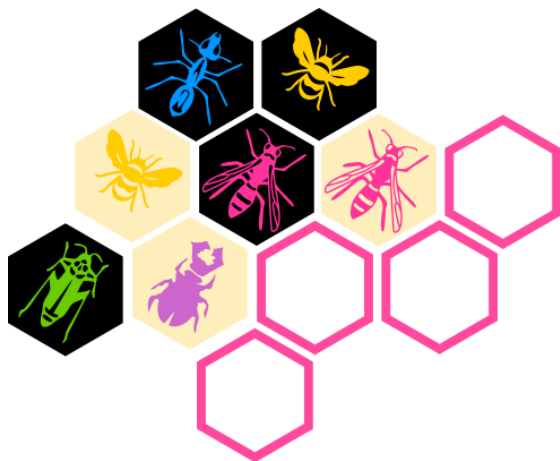


From this position the Grasshopper can move to one of two spaces. It cannot jump over the Scorpion.

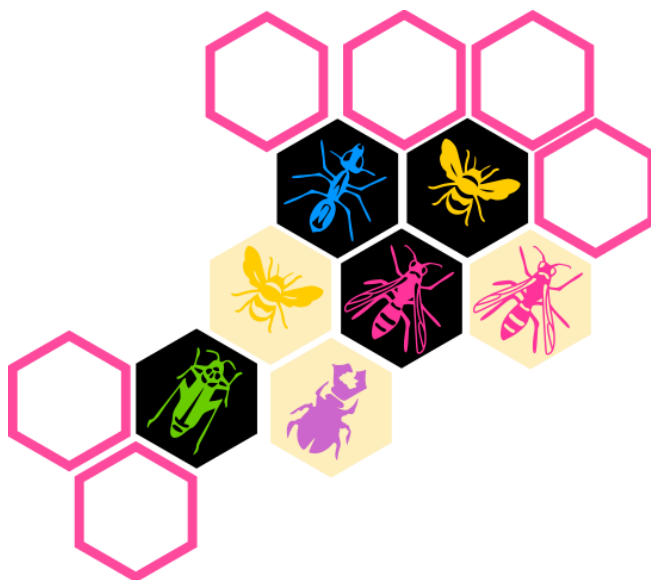


Wasp

The Wasp can fly to any unoccupied space provided that the space only touches the opponent's pieces (or stacks where an opponent's piece is on top). The Wasp can move into and out of surrounded spaces. It is still placed normally and can have pieces of the same colour adjacent to it so long as the Wasp itself is not moved adjacent to a piece or stack of the same colour. The Wasp is on the same tile as the Ant.



From this position the black Wasp can move to one of four spaces.



From this position the white Wasp can move to one of six spaces.



Cockroach

The Cockroach moves like the Ladybug, first on top of the Hive, and then one space down to ground level. The Cockroach must move onto the Hive as its first movement, and must move onto ground level for its final movement, however, its total movement on the hive is not restricted, except that it cannot move over pieces belonging to the opponent. The Cockroach is on the same tile as the Ladybug.



From this position the Cockroach can move to one of four spaces.

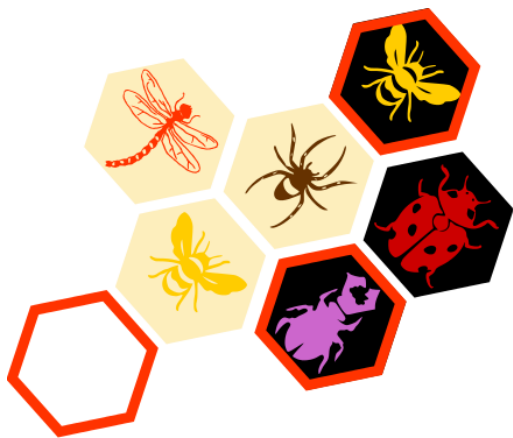


From this position the Cockroach cannot move.



Dragonfly

The Dragonfly moves one space forward, and then one space forward-left or forward-right. It may move onto and land on top of the Hive. If the Dragonfly starts its turn on top the hive and moves to an unoccupied space, it carries with it the piece it is on top of, provided that moving the piece would not break the one Hive rule. It cannot move another Dragonfly. The Dragonfly is on the same tile as the Mosquito.



From this position the Dragonfly can move to one of three spaces.

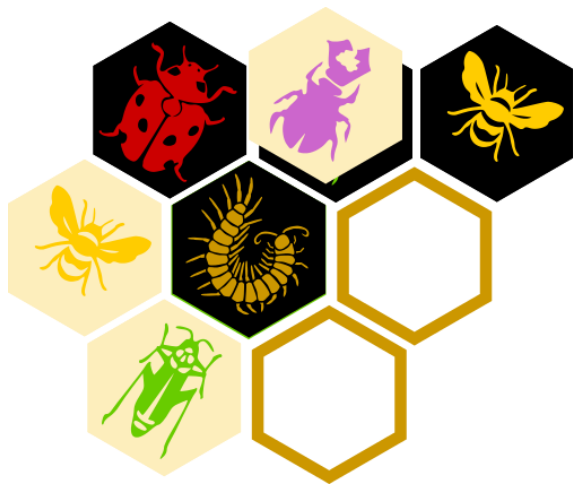


From this position, on top of the black Beetle, the Dragonfly can move to one of four spaces. If it moves to one of the three unoccupied spaces, it must move the Beetle as well.

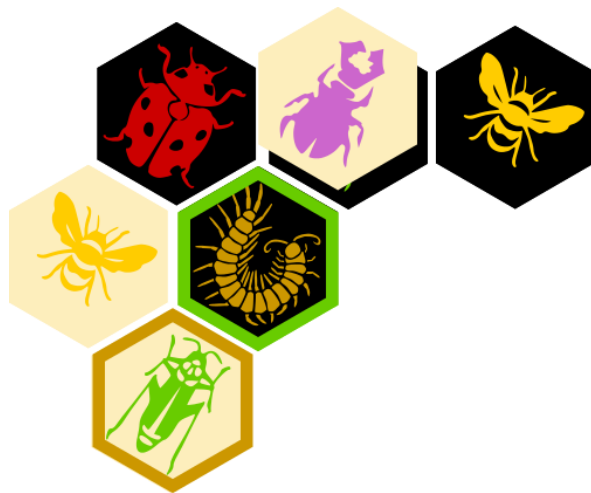


Centipede

The Centipede either moves one space or switches positions with an adjacent bug. It can only switch places with a piece if there is a shared unoccupied space adjacent to both of them. It cannot switch places with a piece under a stack, or if the centipede itself is under a stack. The Centipede may not switch places with another Centipede or a Pill Bug. The Centipede is on the same tile as the Pill Bug.



From this position, the Centipede can move to one of two spaces.



Alternatively, it can switch places with the Grasshopper.

Must have Queen Bee, Pick 11 other bugs.

Qty

top

bottom

1x



2x



3x



3x



2x



1x

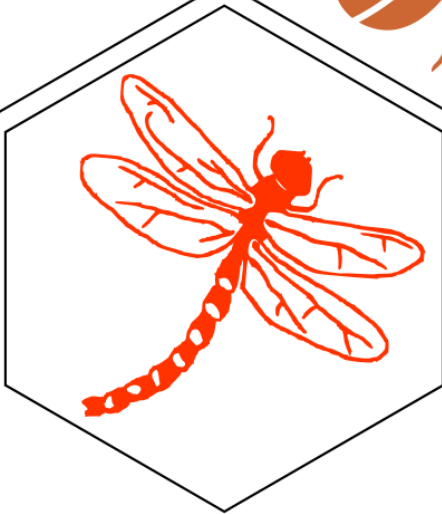
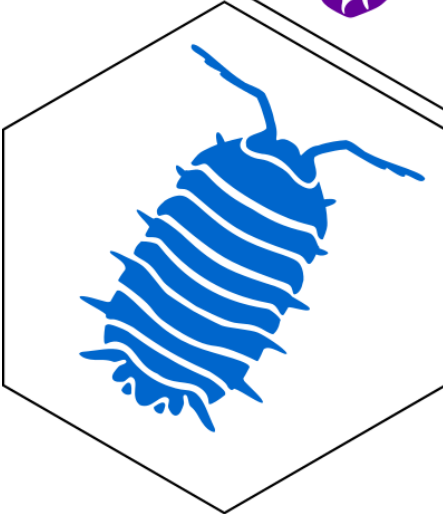
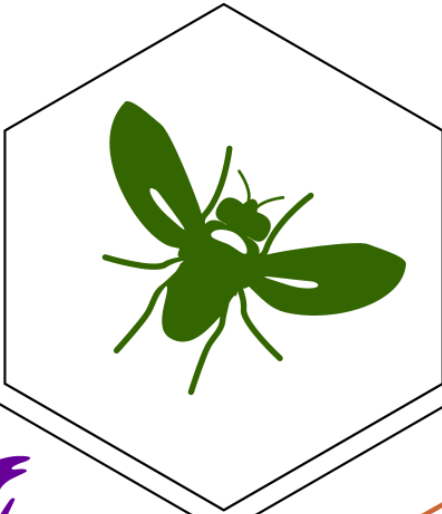


1x



1x





Credits to those whose contributions were useful in the creation of this:

John Yianni –Hive & Pill Bug

Christian Sperling – [Dragonfly](#)

Jaroslav Szczepanik -[movement ideas via moth](#) & [the Scorpion design](#)

Alex-[Centipede idea](#)

H Jacobs - [discussion of swarm/pool](#)

thefurry badger - [movement idea](#) & [inspiration for Wasp design](#)

Kevin Fairbrother- [movement ideas](#)

Robert Ward-[movement ideas](#)

Renny Thoms - [movement ideas](#)

Yannick Huijsman- [Spider stickiness idea](#)

Randall Ingersoll-[inspiration for Mantis](#) & [Wasp](#)

Gordon Watson- [inspiration for Centipede & Fly design](#)

And many more from the boardgamegeek.com community