

# DEFENDERS of the HIVE

## INTRUDER!

IT'S A TIME OF CHANGE IN THE HIVE. THE OLD QUEEN IS DEAD, AND NEW QUEENS ARE ENTERING ADULthood. IN THIS TIME OF UNREST, A MURDER HORNET HAS INVADED THE HIVE. YOU AND THE OTHER QUEENS MUST BUILD A BEE BALL TO SURROUND AND KILL THE INVADER.

**BUILD IT QUICKLY, BECAUSE IF THE HORNET WAKES UP, AND ESCAPES THE BEE BALL, THE HIVE WILL BE DESTROYED.**

Defenders of the Hive is a cooperative game for 2-3 players with bag building, spherical movement, and push-your-luck bag draws.

On a player's turn, they either move their Queen Bee around the board by Walking or Flying, or staying still and Gathering bees to their Swarm. Then, they draw beeples out of the bag, trying to get beeples of their color to place on the space they are in, or to add to their Swarm.

As more sides of the bee ball are filled, more Murder Hornet tokens are added to the bag, and the chance of awakening the Hornet increases. If 2 Murder Hornet tokens are drawn, the Hornet awakens!

Once awake, the Murder Hornet will attack the sides of the bee ball. The game ends once 11 sides of the ball have been completed (by having 3 beeples placed on the side), or the Murder Hornet attacks a side with no beeples and ESCAPES.



### COMPONENTS

- GAMEBOARD
- 3 QUEEN BEE MEEPLES
- 1 MURDER HORNET MEEPLE
- 90 BEEPLES IN 3 COLORS
- 19 HORNET TOKENS
- 1 D20
- 3 REFERENCE CARDS
- A BAG FOR TOKENS
- A "SIDES COMPLETED" TOKEN

#### NUMBER OF PLAYERS

2-3

#### TIME TO PLAY

30min

#### MINIMUM AGE

10+

