

# DEFENDERS of the HIVE

## INTRUDER!

A MURDER HORNET HAS INVADDED THE HIVE. YOU AND THE OTHER YOUNG 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.**



- **Cooperative Gameplay:** Designed for 2-3 players to work together.
- **Spherical Movement:** Players move their Queen Bee around a wrap-around game board.
  - Queen Bees move by either Walking or Flying.
  - Or, they stay put and Gather bees to their Swarm.
- **Bag Building Mechanics:** Players draw "beeples" from a bag. As more sides of the ball are filled, hornet tokens are added to the bag.
- **Push-Your-Luck Draws:** Players risk drawing harmful hornet tokens when drawing from the bag.
- **Hornet Threat:** Drawing two hornet tokens awakens the Hornet.
- **Hornet Attacks:** The awakened hornet attacks sides of the sphere.
- **Win Condition:** Complete 11 sides of the bee ball (by placing 3 beeples on each side). **Lose Condition:** 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

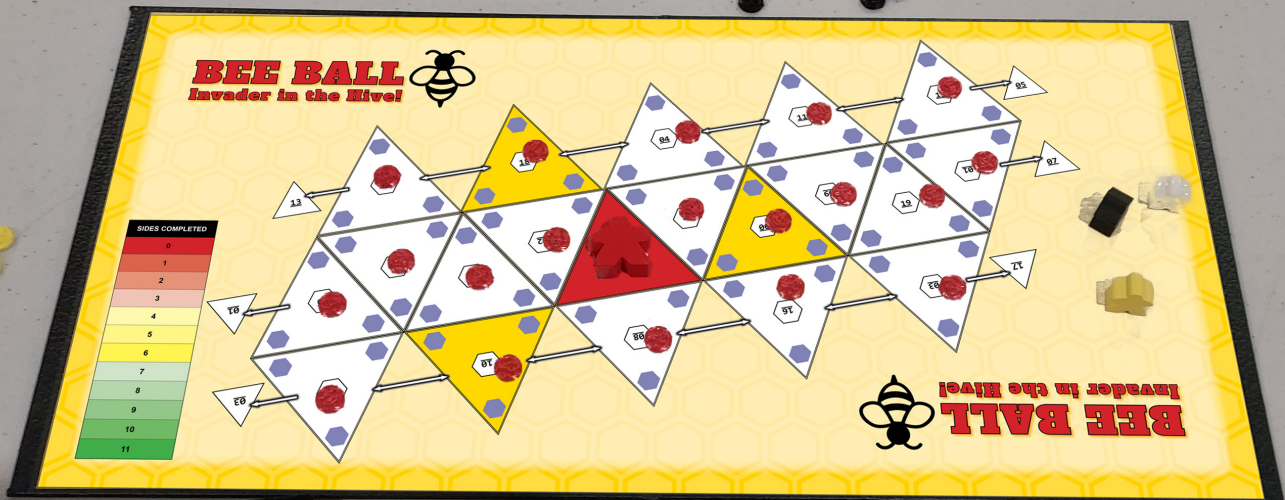
TIME TO PLAY

MINIMUM AGE

2-3

30min

10+



Designed by Ed Wedig



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