

COMPONENTS



300 Question cards



1 Notepad



12 Pencils



1 Six-sided die



Game board



3 Hive Gates



12 Beeples (bee pawns)



1Two minute sand timer



1 Queen Bee token

GAME OVERVIEW

Winter is closing in, and the hive isn't big enough to support the colony! Unfortunately, the Queen Bee must make some very difficult decisions regarding who stays and who must go. In **Hive Mind**™, players take on the roles of worker bees and must prove their compatibility within the hive; only those who think alike will be allowed to stay!

During the game, the players must be harmonious in answering intriguing questions based on their experience and opinions. The more answers they have in common with other players, the more points they get! Represented by bee pawns called **Beeples**, players with the fewest points must move closer to the hive exit. As soon as one or more bees leave the hive, the game ends. All the remaining bees win and survive the winter!

Hive Mind™ is a game for as few as three players up to as many as you want!



SETUP

Give each player a **Hive Mind**™ pencil and a piece of paper from the Hive Mind™ pad. Open the game board and place it in the center of the table where all players can reach it. Put the Queen Bee token on the large white flower labeled "Queen Bee Start" on the flower track.



Each player takes a Beeple (bee pawn) and places it in the hive, according to the number of players, as follows:

- 1-7 players — level 1 (the top level)
- 8+ players — level 1 and 2 (top two levels of the hive).

In a larger game of 8+ players, levels 1 and 2 are combined and considered a single level. **Hive Mind**™ comes with 12 Beeples, but if you have more players, feel free to use other small objects as pawns.

If there are 7 or fewer players, place Hive Gates (long golden wood pieces) at the top of the stairs on levels 5 and 6 and at the entrance to the hive on level 6. If there are 8 or more players, place Hive Gates on level 5 and 6 stairs only.



Place the question cards off to the side of the board where they are easily accessible by all players.

The person who most recently ate honey goes first.

PLAYING THE GAME

The active player is the person whose turn it is. During his or her turn, the active player will:

Roll the die and move the Queen Bee along the flower track a number of spaces equal to the die roll result; she always travels in the same direction as the worker bees printed on the flowers on the track. The new location of the Queen Bee will determine the movement of the Beeples within the hive, as described below in "Move the Beeples."

Note that the bottom loop of the flower track is continuous; that is, the Queen Bee may travel clockwise in a circle on this loop until the game ends.



Ask a question. Draw a **Hive Mind**™ question card, choose one of the three questions from the front side, and read it out loud. (Do not read the questions on the reverse side yet; instead, after playing the front side put the card back into the box with the reverse side showing to ensure a different game experience the next time it's played.) You may also make up your own question: it's fun to bee creative!

Answer the question. All players, including the active player, answer the question by writing down their responses on their own piece of paper. Many questions require multiple responses to fully answer. Players have 2 minutes to finish their answers; use the Hive Mind™ app or sand timer to track the time. Once the question has been asked, no discussion is allowed until the active player's answer is revealed.



Compare answers and tally points. The active player starts by reading his or her answer, one response at a time. Players automatically score 1 point for each response in their own answers, plus 1 additional point for each other player that wrote down a matching response.

Players raise their hands each time one of their responses matches another player's response. Players should tally their points as responses are read. After the active player has read his or her entire answer, go clockwise around the table and have each player read and score the responses that have not yet been mentioned.

It doesn't matter if an answer is factually correct. If a player is asked to name a planet, for instance, and he answers Atlantis, he still gets 1 point for the answer. (If another player also happened to write down Atlantis, he will earn another point!)

EXAMPLE: Let's say the question is "What are 3 vegetables?" Jay answers spinach, asparagus, and tomato. Four other players also wrote down spinach, so Jay scores 5 points for spinach (1 point for his own answer and 4 points for the four matching answers). No other players listed asparagus, so Jay scores only 1 point for his own answer. Three other players listed tomato, so Jay gets 4 points there, bringing his total to 10 points for that turn. It's important to note that while a tomato is a technically a fruit—not a vegetable—accuracy doesn't matter. All that matters is matching the answers of the other players.

If you need help figuring out whether an answer matches, read the "Do These Answers Match?" section at the end of these rules.

Move the Beeples. Each space on the Queen Bee's flower track contains 1, 2, or 3 worker bees, or 1 worker bee with a honey pot.



Note the number of worker bees in the space occupied by the Queen Bee. That number of players who scored the lowest this turn (or more, if there is a point tie) must move their Beeples down a level in the hive, closer to the hive door; all affected players move their Beeples at the same time. Because players tied for lowest points count as only a single worker bee on the Queen Bee's current space, it may happen that the second-lowest scoring and possibly even the third-lowest scoring players also have to move their Beeples a level closer to the hive door due to the Queen Bee's position on the flower track.

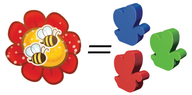
EXAMPLE: If the Queen Bee is on a space with 1 worker bee, then the player or tied players with the lowest score move their Beeples down a level in the hive. If the Queen Bee is on a space with 2 worker bees, then the players or tied players with the two lowest scores move their Beeples down. If the Queen Bee is on a space with 3 worker bees, then the players or tied players with the three lowest scores move their Beeples down a level.



If the Queen Bee occupies a space containing a worker bee and a honey pot, the highest-scoring player moves his or her Beeple up one level away from the hive exit (unless the Beeple is already on the highest level), and the lowest-scoring player moves his or her Beeple down one level. Any players tied for highest or lowest score also move their Beeples as described.

If there is a Hive Gate blocking the way down from one level to another, the gate is removed instead of any Beeples moving down from that level that turn. Beeples on other levels without a **Hive Gate** move normally as required.

EXAMPLE: Let's say the Queen Bee occupies a space with 2 worker bees. This means at least two Beeples must be moved closer to the hive door after all answers are scored. Kristine is the lowest-scoring player with 6 points, but she alone will not satisfy the Queen Bee's calling. Cassidy and Bill, tied for second-lowest score with 7 points each, represent a single worker bee on the Queen Bee's flower track; therefore, all three players move their Beeples together to satisfy the Queen Bee's call of 2 worker bees.



ENDING THE GAME

If one or more Beeples exit the hive on level 6 due to having the lowest score, the game ends immediately and all players with Beeples remaining in the hive win! (And survive the winter.) It is possible for all Beeples to exit the hive at the same time ending the game in a tie. Luckily, in this circumstance, the Queen decides to allow all bees to return to the hive.

DO THESE ANSWERS MATCH?

Sometimes it can be tricky deciding whether players' answers match or not. Here are some guidelines:

What you are referring to is important—not how you refer to it. For example, in naming U.S. presidents, Lincoln, Abe Lincoln, and Abraham Lincoln all match. Spelling doesn't matter as long as the other players understand what is meant. In this case, as a group, players can even choose to accept the 16th President as a match.

Plurality doesn't matter. For example, dogs is the same as dog.

Less general does not match more general. Lassie doesn't match collie, which doesn't match dog, which doesn't match mammal. Answers of different levels of generality should not be considered matches, because players may then be motivated to always write down the most general thing.

You can't get the same matches on more than one reference within an answer. If players decide that stone and rock match, and one player wrote down both stone and rock, then that player may count other players' answers as a match with only one of these; however, that player still earns an automatic point for the other answer not counted as a match.

ENJOYING HIVE MIND™ WITH THREE PLAYERS

Playing **Hive Mind**™ with three players is a wonderful experience when played with these minor adjustments. When the Queen Bee lands on a flower with 3 worker bees, always move the Queen forward to the next space on the flower track. Also, we encourage players to go with 5 responses rather than 3 for many of the questions for a truly buzzworthy three player game!

Credits

Original Game Design: Richard Garfield
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~Richard Garfield

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By Richard Garfield

Up in a hive in that tree over yonder,
The Queen Bee has a decision to ponder:
Winter is coming, and the hive is congested,
To decide who can stay, all bees will be tested!

The Queen shall ask questions, and then she will see
Which of her bees answer most identically.
Those who match answers, with thinking aligned,
Will prove they can stay within the Hive Mind™!