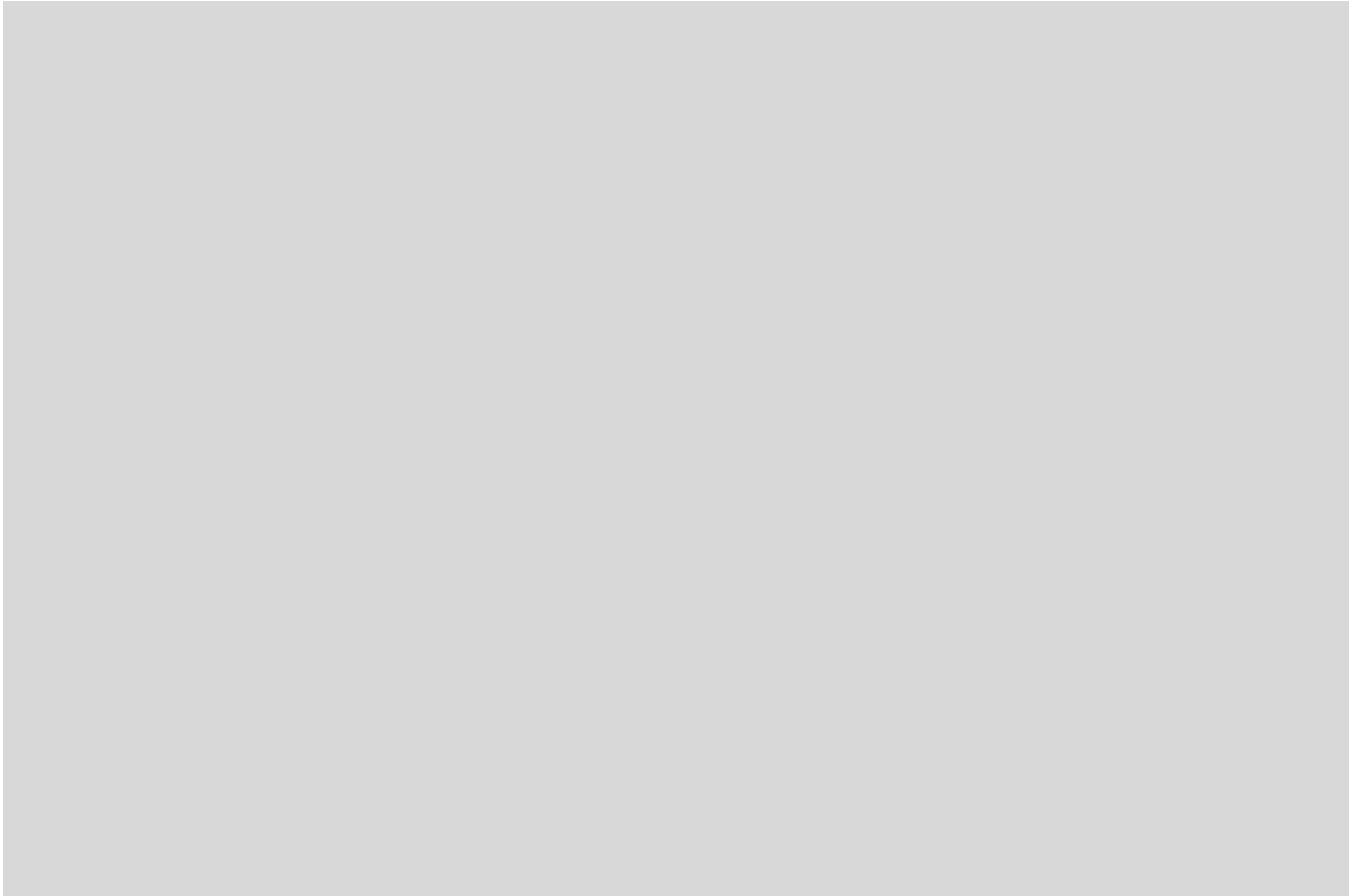


HYMENOPTERRA: THE HIVE



HymenopTerra: The Hive

This is not Earth, at least not as we know it. Here insects rule and evolved to become the predominate life forms. They breath with lungs, their blood carries oxygen, and the queen of the hive has dominion over all of her varied brood. You play the queen of a new hive. Your mother's workers carried you here as a larva and buried you with all that you would need to survive and prosper. Well, assuming you do not get eaten by something bigger and nastier than you. Explore, build, breed, harvest and survive.

HymenopTerra: The Hive (H:TH) is played on a set of hexagonal maps. Unlike traditional war games, these maps are blank and you have to discover what's out there. That makes no two games the same. The starting map begins with your lair; this lair contains three workers, twelve units of food, and the queen. The deep map allows you to dig deeper and explore more dangers and resources. The surface map lets you explore the land around the hive.

The ultimate goal is to survive, if the queen starves or is killed by hostile creatures, the game is over. Victory happens at the end of five seasons and the degree of victory is determined by the success of your hive and harvested food (including bodies of the fallen.)

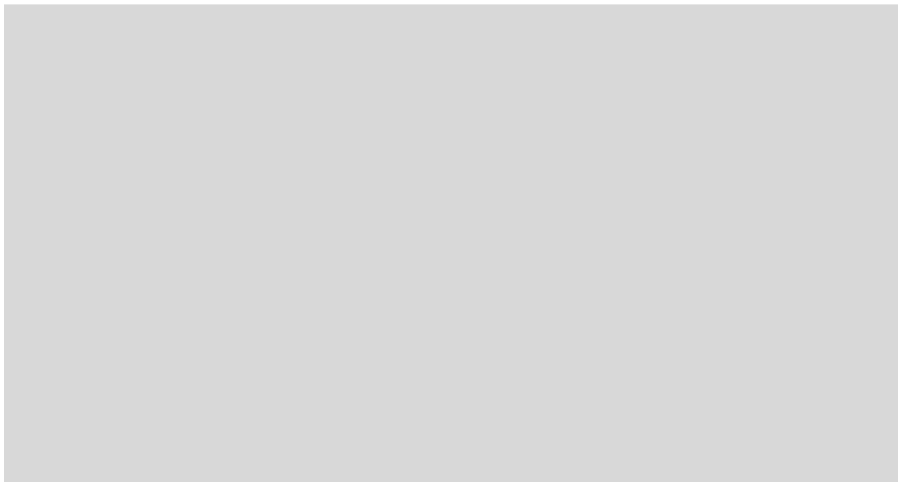


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Dice and Components

H:TH uses your standard six sided dice in several ways. The game uses a short cut for “roll X number of dice and add together.” So, if you see 2D that would be two dice added to each other. This system can further be enhanced with a modifier that adds to the total rolled. For example, 2D + 3 would yield from 5 to 15 when done. The +3 is added after all the dice are rolled and summed up. Modifiers tend to appear in combat or when rolling on the encounter table. Another dice rolling short cut is DD. Roll two dice and treat the first as the tens digit and the second die as the ones digit. This will generate 36 values ranging from 11 to 66. This is a handy for the bigger charts in the game. A typical example would be roll DD and consult a table.

To play the game, you will need a few components: three blank hex grid maps (surface, lair, and deep), pencils, some paper for notes, six sided dice, and counters for tracking units and resources.

In case your local print shop is a stickler for following the rules:

Written permission is hereby granted to make as many copies of the maps, counters, and rules for HymenopTerra: The Hive as you need for personal use. – Todd Zircher

Each turn in H:TH is driven by a set of actions; feeding, moving, exploring, building, breeding, harvesting, and storage. During combat encounters, shorter rounds of small moves and combat happen. The game starts at Season Zero and every 12 completed turns, advances the Season value by 1 (which increases the difficulty.)

1. **Feeding:** At the beginning of the turn, your workers, larva, warriors, and the queen must be fed. If there is not enough food to go around, then creatures start to die. If the queen dies, the hive has failed. Dead units can be harvested later.
2. **Moving:** On the surface map, the distances are larger. Each unit (worker or warrior) can move one hex per turn. Some advanced units can move faster than hex per turn. At the smaller underground scale, units can freely move from one open hex to another. Moving from layer to layer (for example going from the surface to the lair map ends that unit's move.) Enemy units move before the player moves their units. Only workers and invading enemy units can move into solid dirt hexes. Enemy units moving into a trapped hex trigger the trap. A trap can only be triggered once per movement phase and it can only attack a single unit. Tar and explosive traps automatically activate, other traps make an attack roll.

3. Exploring: Any time a unit moves into a hex and there are undiscovered hexes adjacent to that hex, roll on the appropriate Exploration table (surface, lair, or deep). The exploration tables reveal new terrain, new resources, and possibly new encounters.
 - a. Enemy units and resources are placed on the map as they are discovered. Once all hexes are revealed from the movement phase, continue to the next step.
 - b. Each active enemy unit has a mission and will move as best possible to achieve that goal. If they reach a part of the map where several hexes are equally valid, roll 1D and randomly determine which hex they will move to. Surface enemy units do not move at this time.
 - c. If the enemy is in an occupied hex, each unit will make a single attack roll and apply the results. If there is more than one possible target, assign randomly with a die roll unless that enemy can achieve its mission objective (such as attack the queen.)
 - d. Surviving friendly units on the lair and deep maps can move one hex. Advanced units might be able to move more hexes. Units on the surface do not move during this step due to the smaller time scale.
 - e. Once again, any opposing units in the same hex make attack rolls.
 - f. If there are any surviving enemy units, return to step b. Combat time continues until all conflicts are resolved, the queen is lost to enemy attack, or enemy units can't engage in combat (for example, only enemy workers are left as hostile forces.)
4. Building: Workers on the lair and deep maps can create new structures if they are in a dirt hex. They can also fill in an existing hex with dirt to act as a barrier or so that it can be assigned to a new type of structure on a later turn.
5. Breeding: Each nursery built can be assigned to grow new units. This takes time and food. During that time the larva are vulnerable to enemy actions or starvation. Larva can be voluntarily destroyed if a nursery needs to be taken over for a new unit type. New units are also hatched during this phase.
6. Harvesting: Fungal farms can provide a steady but meager supply of food. Workers are needed to harvest dead units or grain on the surface. Any 'processed' food will be picked up by the drones and returned to the nest during the next phase.
7. Storage: All available food gathered from farms or harvested by workers is picked up and placed in the storage rooms. If there is insufficient space, the food is left on the map. Underground, gathering happens immediately as the drone swarm scrambles to do the task. On the surface, food is hauled directly towards the hive at one hex per turn, unless blocked by an enemy unit.

Feeding

Feeding and Starvation

Each queen starts with a small store of food for herself and the workers, but this won't last long. At the beginning of each turn, the queen, workers, warriors, and any growing larva need to be fed. If the queen starves to death, the game is over. Each turn that a unit is not fed, it takes a point of damage. Units such as workers or larva, immediately die. Other units such as warriors and the queen are wounded. Damage is not healed unless that creature is fed surplus food. One extra unit of food will heal one damage each turn. The drone network acts the cleaners and food distribution network for the hive. The drones themselves don't need to be fed since they literally live off the crumbs of the larger members of the hive.

Exploration

Underground

In order to explore the underground maps, you are going to need workers. They are the only unit designed to move through the soil, create tunnels, and dig out rooms. Exploration is easily done by ending your movement next to the edge of the explored map.

For each unexplored hex that needs to be revealed, roll 1D + the Season modifier (which starts at zero) on the follow table:

Roll	Lair Map	Deep Map
1	Empty	Empty
2	Empty	Empty
3	Empty	Resource
4	Empty	Event
5	Resource	Feature
6	Event	Encounter
7	Encounter	Resource
8	Resource	Event
9	Event	Feature
10+	Encounter	Encounter

Empty, this hex only contains soil and no surprises. Roll 1D for the exact type of contents:

Roll	Hex Contents
1	Dirt You can dig as normal.
2	Dirt You can dig as normal.
3	Dirt You can dig as normal.
4	Sand Build only corridors and shafts here.
5	Clay Add one turn to building time
6	Rock You can't dig here.

Resource, this hex contains dirt and a resource that can be exploited. Roll 1D for the exact type of contents: Page | 4

Roll	Hex Contents
1	A Big Grub A worker can harvest this for 5 food.
2	Mushrooms Treat this as a free fungal farm.
3	A Shaft This connects the surface/lair maps.
4	Sink Hole This connects the lair/deep maps.
5	Natural Gas A flame trap can be built here.
6	Healing Pool A wounded unit here at the beginning of the turn will heal one point for free.

Note: The sink hole will replace any features above or below it except for the queen's lair. In that case, treat the hex as a plain dirt hex.

Feature, this hex contains an unusual geological feature. Roll 1D for the exact type of contents:

Roll	Hex Contents
1	Bedrock An impassible rock 2D hexes in size.
2	Crystals Blade traps can be built.
3	A Tar Pit Sticky traps can be built.
4	Gas Pocket An explosion trap can be built here.
5	Gaping Void Nothing can be built here, but a pit trap can be built over it on the level above.
6	A Big Egg A worker can harvest this for 10 food. A room here can be built one turn faster.

Note: Bedrock will confine itself to unexplored hexes where possible. If there are insufficient continuous connected hexes on the map, the rest of the rock hexes are ignored. You can't dig through rock.

Events, the hex contains only dirt (or open terrain if on the surface.)

Roll DD and consult the following table:

Roll	Event	
11	Larva Plague	All of your larva die.
12	Larva Disease	One of your larva dies.
13	Warrior Disease	All warriors take one damage.
14	Worker Disease	All of your workers die.
15	Drone Disease	Drones die, no food moves for two turns.
16	Queen Disease	Your queen takes one damage.
21	Blight	Surface crops fail, take 12 turns to re-grow.
22	Bacteria	Farms produce half food for two turns.
23	Bountiful Crops	Next harvest of grasses and grains is double.
24	Happy Fungus	Fungal farms double output this turn.
25	Magic Mushrooms	Wounded units heal one damage for free.
26	Growth Spurt	All larvae mature one turn faster.
31	A Gift from Mother	Drones arrive with 10 food.
32	A Gift from Mother	A new worker has arrived in the lair.
33	A Gift from Mother	A new basic has arrived in the lair.
34	A Gift from Mother	Drones arrive with bamboo for one trap.
35	A Gift from Mother	Drones arrive with crystals for one trap.
36	A Gift from Mother	Drones arrive with tar for one trap.
41	Discovery	A nest (5 food) is found in an empty hex.
42	Discovery	A grassland hex improves to wild grains.
43	Discovery	Some trees bear fruit, harvest for 5 food.
44	Discovery	A dead acid beetle (3 food + acid ability).
45	Discovery	A dead fire beetle (2 food + fire ability).
46	Discovery	A dead poison beetle (3 food + poison).
51	Sunny day	Harvested food grows one turn faster
52	Sunny day	Harvested food grows one turn faster
53	Roaches	Five food in your store room is lost.
54	Taxes	Mother demands 10 food, if you have it.
55	Taxes	Mother takes a worker, if you have one.
56	Taxes	Mother takes a basic, if you have one.
61	Flashflood	Surface units next to water down next turn.
62	Wildfire	Surface units & food in grass are destroyed.
63	Ice Storm	Surface units & food are frozen for one turn.
64	Dust/Snow Storm	No visibility, adjacent hexes not explored.
65	Earthquake, minor	1D random rooms are destroyed.
66	Earthquake, major	1d+2 rooms ruined, add sink hole & void

Encounters, enemy insects have been found in this dirt/ Page | 5

open terrain hex. Roll DD and consult the following table:

Roll	Encounter	Food
11	Voracious Grub	- \ moves to a food source (farm, grass, or grain) and grows into a random death
12	Voracious Grub	- / beetle in five turns (no attack, T1)
13	Voracious Grub	- steals nearest food (up to 5 food)
14	Enemy Drones	- steals nearest food (up to 5 food)
15	Enemy Drones	- steals nearest food (up to 5 food)
16	Enemy Drones	- steals nearest food (up to 5 food)
21	Enemy Worker	- T1, harvest/steal food (up to 10 food)
22	Enemy Worker	- T1, harvest/steal food (up to 10 food)
23	Enemy Worker	- T1, steal a larva
24	Enemy Worker	- T1, destroy a farm
25	Enemy Worker	- T1, destroy an egg chamber
26	Enemy Worker	- T1, destroy a store room
31	Enemy Basic	1 Attack 1D, T1, kill a worker
32	Enemy Basic	1 Attack 1D, T1, kill a warrior
33	Enemy Basic	1 Attack 1D, T1, kill the queen
34	Improved Basic	2 Attack 1D+1, T2, kill a worker
35	Improved Basic	2 Attack 1D+1, T2, kill a warrior
36	Improved Basic	2 Attack 1D+1, T2, kill the queen
41	Death Beetle	2 Attack 1D+2, T2, mobility+1, kill a worker
42	Death Beetle	2 Attack 1D+2, T2, mobility+1, kill a warrior
43	Death Beetle	2 Attack 1D+2, T2, mobility+1, kill the queen
44	Death Beetle	3 Attack 1D+1, T3, digger, kill a worker
45	Death Beetle	3 Attack 1D+1, T3, digger, kill a warrior
46	Death Beetle	3 Attack 1D+1, T3, digger, kill the queen
51	Acid Beetle	3 Attack 1D, T3, acid, kill nearest
52	Fire Beetle	2 Attack 1D, T3, fire, destroy farm/grass
53	Poison Beetle	3 Attack 1D+1, T3, poison, kill nearest
54	Flying Scout	3 Attack 1D, T2, flight, kill a worker
55	Hunter Beetle	4 Attack 1D+2, T3, mobility+2, kill a warrior
56	Lazarus Beetle	3 Attack 1D+1, T4, regenerate, kill nearest
61	Water Beetle	3 Attack 1d+2, T2, swimmer, kill nearest
62	Goliath	4 Attack 1d+2, T5, kill a warrior
63	Goliath	4 Attack 1d+2, T5, regenerate, kill a warrior
64	Goliath	4 Attack 1d+2, T5, kill the queen
65	Goliath	5 Attack 1d+3, T6, kill a warrior
66	Goliath	5 Attack 1d+3, T6, kill the queen

Events and Encounters Notes

Earth quake ruined rooms and corridors are lose their functionality, but are still passible by drones for food distribution purposes. They have to be rebuilt (or re-purposed) from scratch. Sink holes and gaping voids are random placed on the unexplored edges of the lair and deep maps.

After combat is over, an enemy worker can harvest food and pick it up. Next turn, they will attempt to move off the map with the food.

Surface events that pop up are ignored if you have not created a shaft leading from the lair map to the surface.

Surface

Any worker or warrior is capable of exploring the surface map. Exploration is easily done by ending your movement next to the edge of the explored map.

For each unexplored hex that needs to be revealed, roll 1D + the Season modifier (which starts at zero) on the follow table:

Roll	Surface
1	Empty
2	Empty
3	Empty
4	Empty
5	Resource
6	Event Use the event table on page 5.
7	Encounter Use the encounter table on page 5.
8	Resource
9	Event Use the event table on page 5.
10+	Encounter Use the encounter table on page 5.

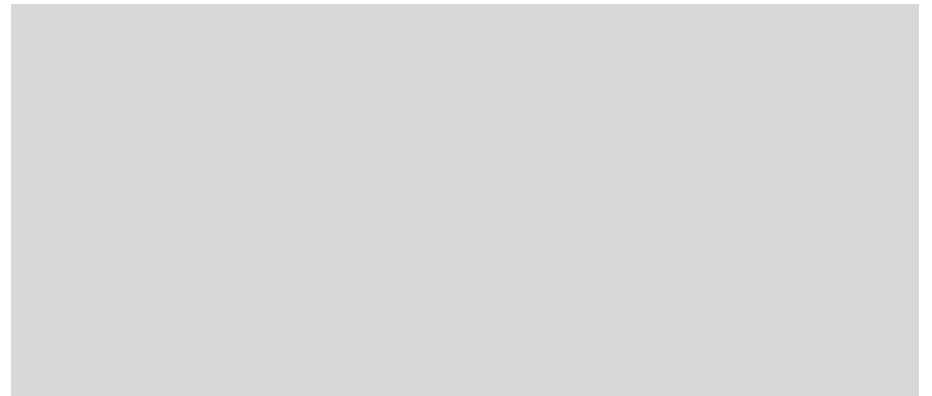
Empty, this hex only contains soil and no surprises.
Roll 1D for the exact type of contents:

Page | 6

Roll	Hex Contents
1	Grasslands Can be harvested once per season for 5 food.
2	Grasslands Can be harvested once per season for 5 food.
3	Trees Slows fast units.
4	Trees Slows fast units.
5	Rocks Nothing of value here.
6	Lake A body of water that acts as a fishing source (can be harvested for 1 food every turn.) The lake itself is impassible, unless the unit is a swimmer. A worker can fish from the shore of an adjacent hex.

Resource, this hex contains open ground and a resource that can be exploited. Roll 1D for the contents:

Roll	Hex Contents
1	Wild Grains Can be harvested once per season for 10 food.
2	Bamboo Spike traps can be built.
3	A Nest Drones can haul this off for 5 food.
4	Fishing Pond This can be harvested every turn for 1 food.
5	Tar Pit Sticky traps can be built.
6	Hill Top Explore in a two hex radius from the top. Defenders add one to their attacks when here.



Combat

Combat happens when two or more hostile units are in the same hex either on the surface or underground maps. All battles happen at the same time. Warriors declare which units they're attacking first. Then, everyone that can attack rolls a die and adds any modifiers they may have. Workers do not have an attack roll, but they can roll 1D -1 in order to defend themselves. They'll eventually fall to a hostile warrior. But, if they can delay their death, it's possible that help will arrive in time. Two hostile workers in the same hex will not attack each other.

Combat Matrix

- Unit rolls equal to or higher, target takes damage.
- Unit rolls lower, no damage is done to the target

Example, a death beetle (Attack +2, Toughness +1), a Basic, and a Worker are in the same hex. The death beetle's mission is to kill a worker. Round one, the beetle declares that it is going to attack the worker, the worker declares that is defending, and the Basic says it is going to attack the beetle. The beetle rolls a 1 (+2 for a total of 3), the Basic rolls a 4. And the Worker rolls a 4 (-1 for a total of 3.) The beetle inflicts one damage and kills the Worker. The Basic wounds the beetle reducing its toughness to one. Round two, with the worker dead, the beetle could try to retreat off the map, but it is still in combat with the Basic. They both declare that they're attacking each other. The beetle rolls a 4 (+2 = 6) and the Basic rolls a six. They manage to kill each other. If a worker comes along and harvests the bodies next turn, it would generate 3 food (2 for the beetle and 1 for the Basic.)

While most combat is between two or more units, there are some structures that can attack enemy units that pass through them. For example, a spike trap (+1) would make a single attack if an enemy stops in or passes through the trapped hex.

Building

Basic Structures

A hive that consists of just a central lair will not survive for long. A hive needs to generate and store food. It needs egg chambers so that it can create new workers and warriors. Structure construction begins during the building phase and is completed one or more turns later during that turn's building phase. Cost reflects how many turns it takes to complete construction.

Cost	Structure	
1	Tunnels	Tunnels let non-workers move through dirt.
1	Shaft	Connects surface to lair or lair to the deep.
2	Farms	Fungal farms produce one food per turn.
2	Eggs	Egg chambers can house one larva at a time.
2	Store	Each storage room can hold 20 surplus food.
6	Lair	Multiple lairs allow the Queen to relocate. Lairs also produce drones, but if you have lost all your lairs, you have lost your Queen. A lair can also store 20 units of food.

Advanced Structures

Several different types of traps can be built if the appropriate resource is discovered. Some traps can only be built in specific locations due to available resources.

Cost	Structure	
2	Sticky Trap	Stops enemy for one turn, requires tar.
2	Spike Trap	Attack +1, requires bamboo.
3	Blade Trap	Attack +2, requires crystals.
4	Flame Trap	Attack +3, only built at a natural gas vent.
2	Pit Trap	Built over a gaping void, roll 1D to attack, on a success, a non-flying unit is destroyed.
4	Gas Trap	Gas explodes killing anything in the hex. It takes six turns for the gas to build back up.

Breeding

Unit Types

Hives in HymenopTerra have a large number of creatures. Some of the members are tracked individually such as the Queen and warriors while others like drones are just part of the background. Cost represents the amount of food and time it takes to create a unit.

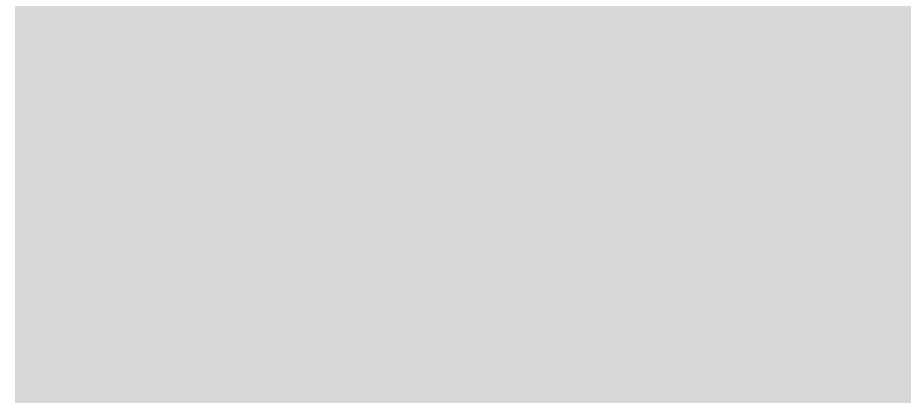
Cost	Unit	
-	Drones	Ant-like creatures the size of a dog, drones Have no offensive or defensive capabilities. They clean the hive and move food around.
1	Worker	Larger-slower units with poor vision and spade/hatchet-like fore limbs for digging and harvesting. Toughness of one, requires food.
2	Basic	The basic warrior is an enhanced worker with better vision, combat reflexes, a toughness of one, and a basic 1D attack. They also need food each turn in order to survive. Improved warriors cost more time and food to create.
-	Queen	Each hive begins with one of these and the game ends if she is killed. Queens are fairly immobile (they can only move from one lair to another), have a toughness of three, and a basic attack of 1D. They also need food.

In order to create a worker or warrior an unused egg chamber is required. While a larva is growing in that chamber, it can't be used for growing other individuals. Larvae are born and reach adulthood during the breeding phase. If they are not feed food while growing, the larva dies and new one will have to be created and the growth clock re-set.

Designing

While H:TH could be played with just the starting unit types, the queen has the innate ability to splice, re-purpose, and reform DNA. During the breeding phase, the player can create new designs of the basic warrior and start larva to grow them. Adding more features and capabilities does increase the creation cost and the time it takes the larva to grow. Features and abilities from enemy units that are harvested and returned to the hive's store rooms can be used in later turns. For example, on turn 15 the remains of an acid beetle are added to the hive. On the breeding phase of turn 16, acid becomes available as a design option for new larva. Note, similar abilities do not stack, attack +1 and attack +2 does not give attack +3.

Cost	Features	
1	Attack +1	Extra spikes inflict more damage
2	Attack +2	Basic has sword-like fore-limbs
3	Attack +3	Huge smashing claws, requires toughness 4+
1	Tough +1	Improved health
2	Tough +2	Improved armor
3	Tough +3	Improved health and armor
4	Tough +4	Gigantism
5	Tough +5	Gigantism with extra armor
1	Mobility +1	Unit can travel two hexes instead of one
2	Mobility +2	Even faster, not compatible with gigantism



Cost	Advanced Features	
2	Acid	Unit inflicts one damage even if it loses
1	Digger	Unit can dig tunnels like a worker, this is not compatible with attack +2 or +3
1	Fire	Unit can start fires in grass and grain and is immune to fire/explosion damage
3	Flight	Equal to mobility +3, can cross terrain that slows down other units, can't end its turn in a lake (unless a swimmer), limited to a maximum of toughness +1
2	Poison	Unit inflicts two damage on a success
1	Regenerate	Unit heals one damage per turn without needing to spend food to heal. Does not heal starvation damage.
1	Swimmer	Unit does not drown during floods and can cross lakes at a speed of one hex per turn

Example, during the breeding phase of turn 10, the player wants to create an advanced scout. They decide on a basic warrior with tough +1 and mobility +2. That has a total cost of five. So, they allocate a larva to an empty egg chamber and feed it food for five turns. On the breeding phase of turn 15, the new unit is hatched and on turn 16 it can begin moving out on its own.

Harvesting

Harvesting vs Farming

Food is the life blood of the hive. There are two distinct ways that food can be acquired. Farming and the collection of food is done by the drones. Eggs lying on the ground or mushrooms in a cave are things that drones can pick up and return to a store room. Harvesting on the other hand is an activity that workers engage in. Harvesting can be a single action like chopping up a dead unit for food or a reoccurring activity like fishing. Workers don't actually carry the food back to the hive. Drones pick up the bundles of grain, the fish, or the bloody chunks of fallen units. Harvested grass and grains take one season (12 turns to regrow.)

The various tables in the game tell you the food value of a resource or farm. But, dead units are calculated differently. Take the food cost to grow the worker or warrior, divide in half and round down. So, a dead worker is worth nothing and harvested basic would be worth one unit of food. And, a 9 point Goliath would be worth 4 food units if it was harvested. Larvae, which are destroyed before finishing their growth, are not worth any food.

Seasons

The game attempts to balance play strength with difficulty through the use of seasons. Every 12 turns, the season value increase by one. The higher value increases the odds of more encounters. The standard game is five seasons or 60 turns.

Turns	Season modifier	
1-12	+0	only find encounters in the deep map
13-24	+1	find encounters on all maps
25-36	+2	less empty terrain
37-48	+3	encounters on the deep map double
49-60	+4	frequency of all encounters double
61-72	+5	frequency of all encounters increase
73-84	+6	frequency of all encounters increase
85-96	+7	frequency of all encounters increase
97-108	+8	frequency of all encounters increase
109+	+9	every hex explored is an encounter

Scoring

The hive revolves around a food economy, so it factors into your final score as much as the strength of your hive and the size of your population.

Rooms, one point for each room and two points for each resource.

Food, score one point for each unit of food in storage.

Units, score one for each worker and points equal to the harvest value for each of your warriors.

If the scenario does not have drone discovery, it is possible to hit a stable cycle of colony food production with no threats. During this fast time, you can skip the turn and add up the surplus food (if any.) Up to your maximum storage capability.

The basic game focuses on exploration and hive building at the player's own pace. There are several ways to increase the difficulty and some of these can be combined together.

+ Start with a higher Season value than zero. This will kick off more encounters sooner in the game.

+ Start with a fewer workers. This slows the development of the hive and reduces the availability of resources and hive strength.

+ Drone explorers uncover 1D + Season random hexes per turn in addition to any hexes revealed by workers and warriors. This forces encounters to happen outside of the player's control.

+ Four invaders, place a random unit in each of the four corners of the surface map.

+ US Army Invasion, make the surface encounter rolls with this table.

Roll	Encounter	Food
1	Infantry	1 Attack 1D, T1, ranged, kill everything
2	Infantry	1 Attack 1D, T1, ranged, kill everything
3	Heavy Infantry	1 Attack 1D+1, T1, ranged, kill everything
4	Flamethrower	1 Attack 1D+2, T1, fire, kill everything
5	Gunship	- Attack 1D+2, T2, ranged, flight, kill all
6	Tank	- Attack 1D+3, T6, ranged, mobility +1, kill everything

Tanks and gunships can't enter the hive. Ranged is a special power that enables the unit to perform a single attack into an adjacent hex like there was a trap there.

Designer Notes

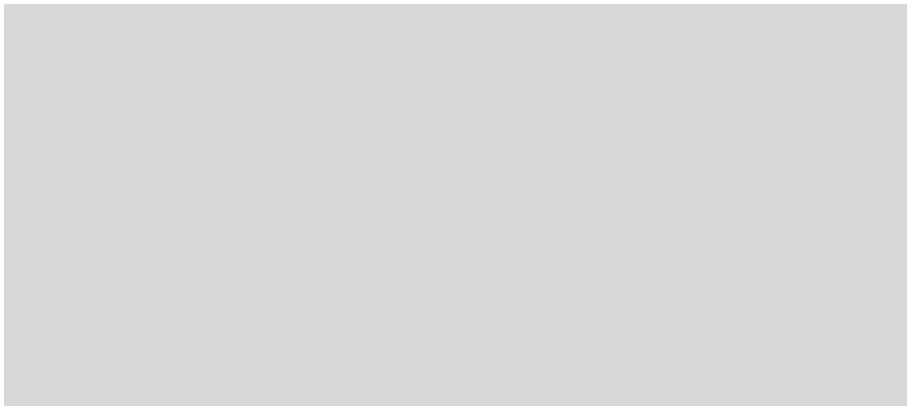
Inspiration

What's in a name? Hymenoptera is the family of insects that include wasps, ants, and bees. Terra is another name for our home planet. So, HymenopTerra is my Latin portmanteau for Insect World (well, that does sound better than membrane wing world.)

The three maps used in the game each have their purpose. The surface map offers the most food during harvest, but it can't be built upon except for traps. It also a hazardous place to explore. The lair level of the map is the easiest to dig and build on. The deep level of the map is harder to build in, but offers the riches rewards and dangers in exploring it.

This game is actually a precursor to a different HymenopTerra game that I wanted to make. The city states game would take place a long time after the hive building phase of their society. Perhaps I'll tackle that one next year.

While this game can be played with a few hex maps and some paper to take notes, it would not take much to convert to a full blown board game. Components would include a time track (start, 1-12, seasons), hex tiles, structure tiles, trap tiles, workers, warriors with ID numbers, and resource tokens for food, crystals, tar, bamboo, and dead bodies.



POWER 19 is a series of questions for game designers. Page | 11
I'll post my answers here to shed some light on the design process.

1.) What is your game about?

HymenopTerra is about exploration, resource management, base building, and combat.

2.) What does the character do?

Assuming the role of a hive queen, the queen needs to create a hive, protect herself from enemies, and overcome environmental hazards.

3.) What does the player do?

The player needs to move workers and warriors around the hex map in order to explore and find new resources. They need to expand the hive, build traps, and manage the supply of food along with the growth of their army of creatures.

4.) How does your setting reinforce what your game is about?

The setting reinforces the blank slate that the queen is placed in the nature of an insect burrow and its defense. It also plays into the player's curiosity about what is out there.

5.) How does the Character Creation of your game reinforce what your game is about?

The queen as a character is rather bland. The true character of the game is the hive. It is the hive that grows and develops its own look.

6.) What types of behaviors/styles of play does your game reward (and punish if necessary)?

Food is the life blood of the hive, you need it to grow new workers and warriors, to feed your army and the queen. It's also the basis of your score. So, you need to balance the expense of growth with scoring. The second resource is time do your workers explore or build up the hive?

7.) How are behaviors and styles of play rewarded or punished in your game?

Exploration carries risk. Your workers can be attacked, events can damage the hive, but you can also gain boosts and resources that make it worth it.

8.) How are the responsibilities of narration and credibility divided in your game?

Players set the tempo between infrastructure and risk. The random tables control what happens and bring the unpredictability to the story/game play.

9.) What does your game do to command the players' attention, engagement, and participation? (i.e. What does the game do to make them care?)

Just like a good casino game, it's the random payoff and the risk taking that draws you in. There's also the strategy of building wealth and creating a defense for the hive.

10.) What are the resolution mechanics of your game like?

Everything revolves around one or more six sided dice with possible modifiers. In conflict, higher is always better and on a tie both sides are losers.

11.) How do the resolution mechanics reinforce what your game is about?

Conflict resolution reinforces risk and uncertainty. Even the most powerful units are not impervious to harm.

12.) Do characters in your game advance? If so, how?

Again, the real character is the hive which grows in strength and deadliness as more defenders and traps are created. Building for long term development and learning from encounters allows for the building of advanced units.

13.) How does the character advancement (or lack thereof) reinforce what your game is about?

They're directly coupled together as the game is the story of the development of the hive.

14.) What sort of product or effect do you want your game to produce in or for the players?

I want the players to have a sense of accomplishment and joy in the growth of their hive. I want them to feel despair when there is a major disaster and dig into their resolve to fix the damage or deal with an invader.

15.) What areas of your game receive extra attention and color? Why?

The encounter and events tables are the heart of the game and add details that break up what could be a boring game about counting beans.

16.) Which part of your game are you most excited about or interested in? Why?

Well, I personally get a kick out of map making and I want to see other people's maps and what artistic and strategic choices they make.

17.) Where does your game take the players that other games can't, don't, or won't?

There are no humans (unless you could be the rabid US Army) and cannibalism (either due to battle or a sudden loss of food) is a given fact of life.

18.) What are your publishing goals for your game?

None, I do this for fun and I hope others will enjoy a free game.

19.) Who is your target audience?

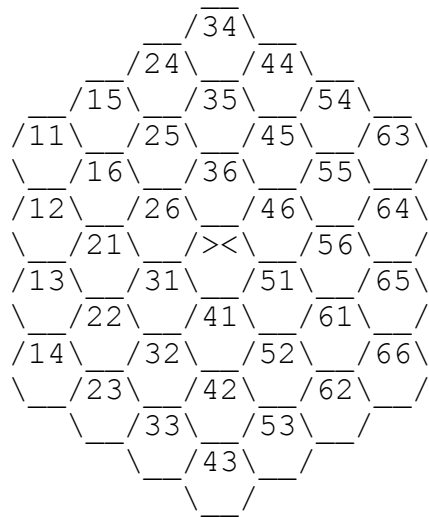
Random gamers might enjoy a solo map making game. There might be an attempt to convert this to a web based game.

Created by Todd Zircher, Copyright 2013

Art work needed:

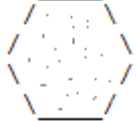
- Cover alien insects fighting each other
- Page 1 picture of the queen
- Page 2 size comparison chart from queen to drone/larva.
- Page 6 warriors on a hill
- Page 8 improved basic with blade arms
- Page 9 advanced unit and drones harvesting/farming
- Page 11 Army men vs the hive?
- Page 12 Something big and flashy, maybe bugs at war

If you need help with randomly placing a unit, you can use this scatter diagram like a compass. Roll DD and consult the diagram. Hexes in the outer ring are farther away and hexes near the center are close.





Plain old dirt, all types of structures can be built on the lair/deep maps.



Sand, too unstable for rooms, will support shafts and corridors.



Clay, harder to dig, it slows the time it takes to build anything here.



A large rock (or several packed together), they block any digging.



Jets of natural gas can be converted to a flame trap (skull indicates a trap.)



A pure source of calm water that can heal the wounded.



A tasty grub that can be harvested. Color it in when it is used.



A shaft leading up to the next level or the surface.



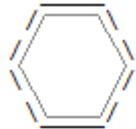
A shaft or sink hole leading down to the deep.



A colony of fast growing mushrooms that can farmed each turn for food.



An egg chamber, designed for growing new workers and warriors.



A storage room for up to 20 surplus food.



Your generic tunnel, easily constructed and a good place to put traps.



A gaping void, no building here, but you can place a trap on the level above.



Drops of tar indicate a sticky trap.



Crystal shards form the raw materials for making blade traps.



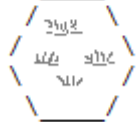
A tasty giant egg that can be harvested. It makes building rooms easier.



The tar pit is not a trap, but it allows for the making of sticky traps.



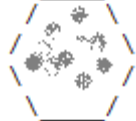
The gas pocket can be turned into a deadly bomb (skull indicates a trap.)



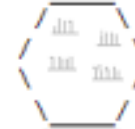
Grass that can be harvested for a little food



A stand of trees that slows down movement.



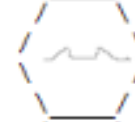
Rocky soil that is only fit for weeds.



Stands of grain that can be harvested for food by a worker.



Sturdy bamboo that can be crafted into spike traps.



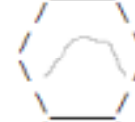
A nest that drones can quickly over-run and take back to the hive as good.



A small fishing pond that a worker can stay at and harvest one food per turn.



An impassible lake that can be harvested from an adjacent hex by a worker.



A defensible hill top.



A spike trap, requires bamboo before it can be built.



A more deadly blade trap, it requires a source of crystals.



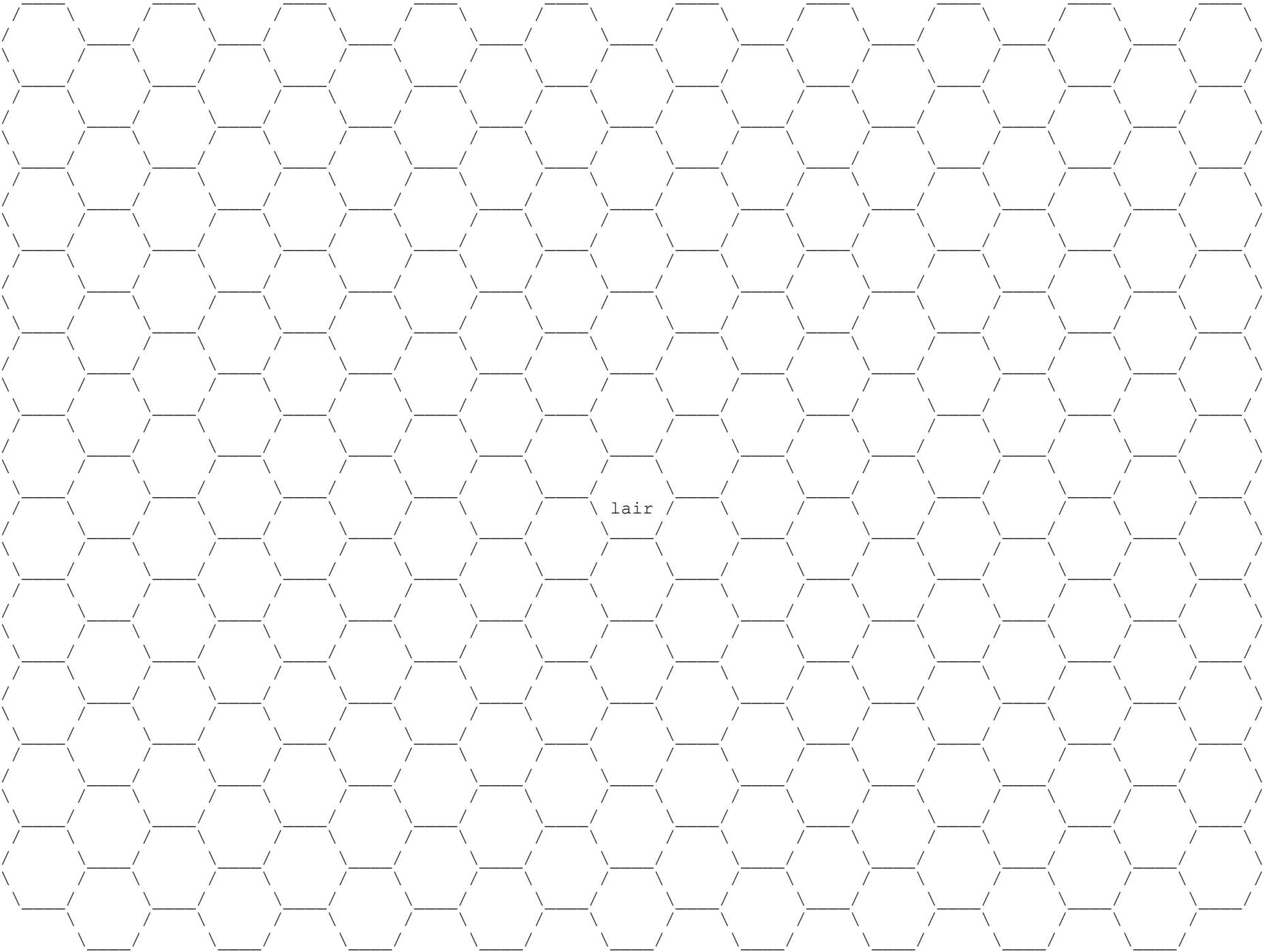
A flame trap can only be built over a source of natural gas.



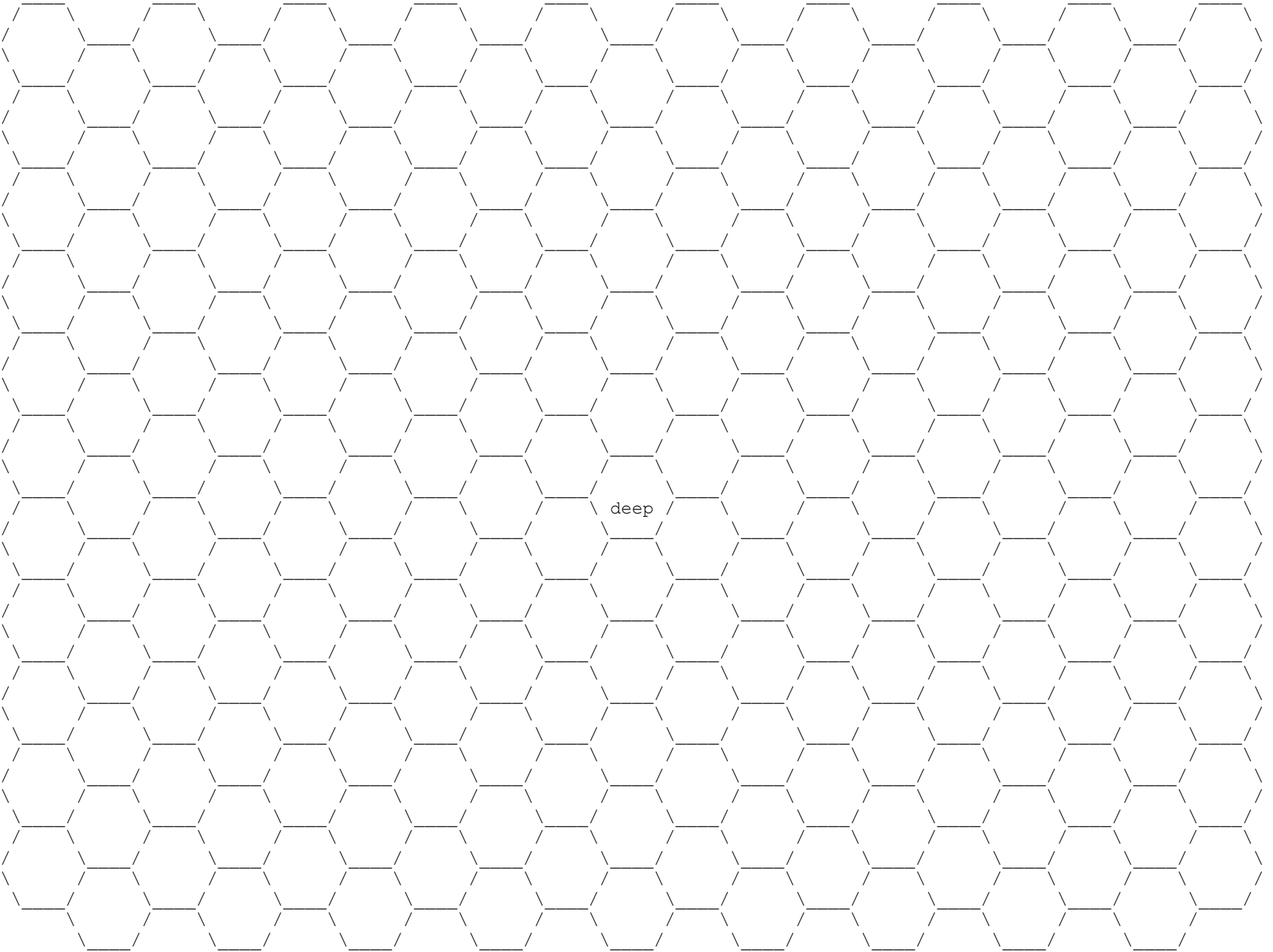
An explosive gas trap can only be built in a gas pocket.



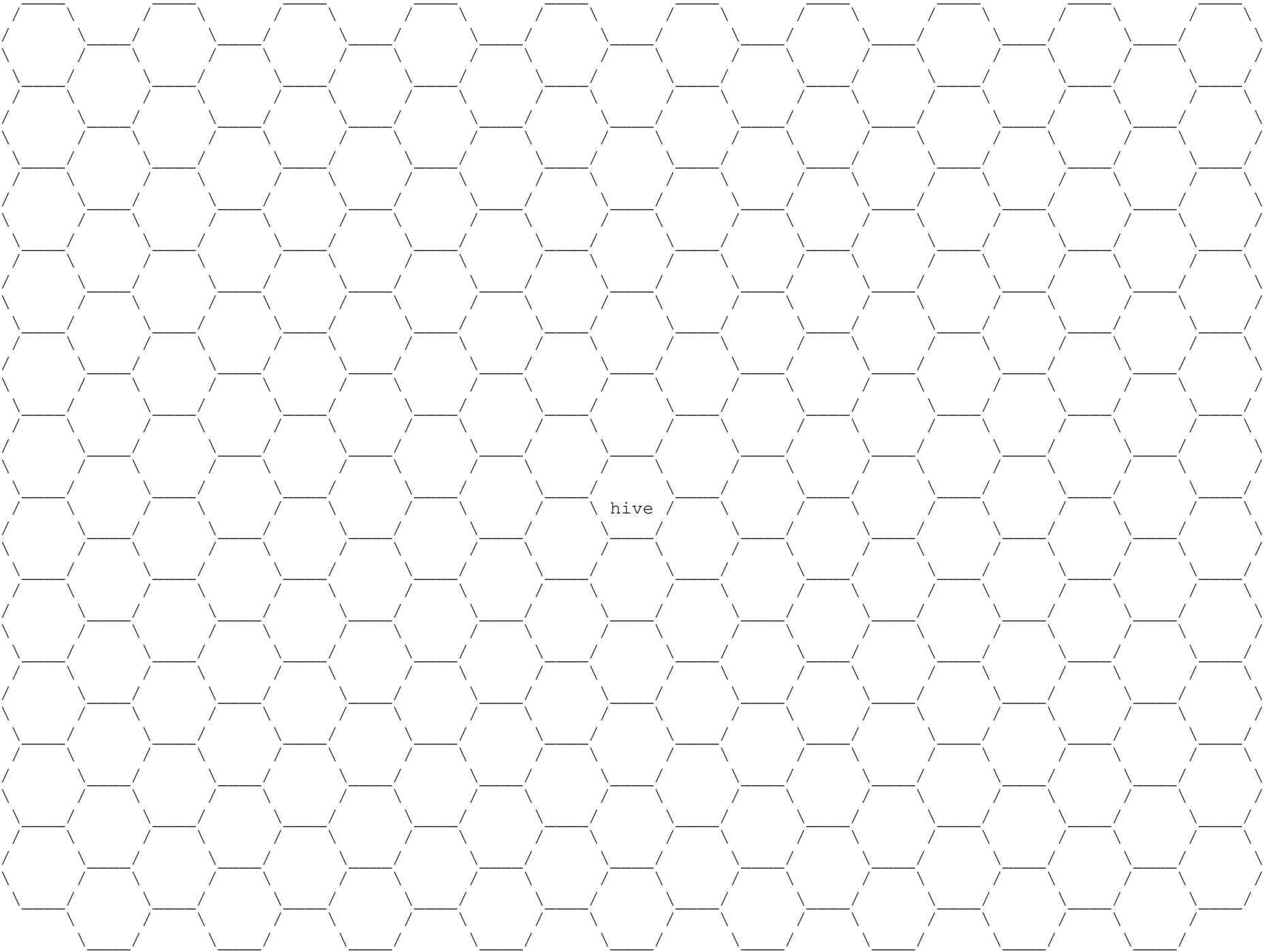
A covered pit trap (which must have a gaping void under it on the deep map.)



lair



deep



hive

Sequence of Play

During combat events, shorter rounds of just moving and combat happen, but they do not advance the clock like a normal turn does.

1. Feeding
2. Moving
3. Exploring
 - a. Enemy units and resources are placed on the map
 - b. Each active enemy unit has a mission. Surface enemy units do not move at this time.
 - c. If the enemy is in an occupied hex, each unit will make a single attack roll and apply the results.
 - d. Surviving friendly units on the lair and deep maps can move one hex. Units on the surface do not move.
 - e. Once again, any opposing units in the same hex make attack rolls.
 - f. If there are any unresolved conflicts, return to step b.
4. Building
5. Breeding
6. Harvesting
7. Storage

Exploration

Roll	Surface/Lair	Deep Map
1	Empty	Empty
2	Empty	Empty
3	Empty	Resource
4	Empty	Event
5	Resource	Feature
6	Event	Encounter
7	Encounter	Resource
8	Resource	Event
9	Event	Feature
10+	Encounter	Encounter

Underground Empty

Roll	Hex Contents
1	Dirt You can dig as normal.
2	Dirt You can dig as normal.
3	Dirt You can dig as normal.
4	Sand No rooms, only corridors and shafts.
5	Clay Add one turn to building time.
6	Rock You can't dig here.

Underground Resource

Roll	Hex Contents
1	A Big Grub A worker can harvest this for 5 food.
2	Mushrooms Treat this as a free fungal farm.
3	A Shaft This connects the surface/lair maps.
4	Sink Hole This connects the lair/deep maps.
5	Natural Gas A flame trap can be built here.
6	Healing Pool Heal one point for free per turn.

Underground Feature

Roll	Hex Contents
1	Bedrock An impassible rock 2D hexes in size.
2	Crystals Blade traps can be built.
3	A Tar Pit Sticky traps can be built.
4	Gas Pocket An explosion trap can be built here.
5	Gaping Void Nothing can be built here
6	A Big Egg A worker can harvest this for 10 food. A room here can be built one turn faster.

Surface Empty

Roll	Hex Contents
1	Grasslands Can be harvested once per season for 5 food.
2	Grasslands Can be harvested once per season for 5 food.
3	Trees Slows fast units.
4	Trees Slows fast units.
5	Rocks Nothing of value here.
6	Lake Impassible (but can harvest 1 food every turn.)

Surface Resource

Roll	Hex Contents
1	Wild Grains Can be harvested once per season for 10 food.
2	Bamboo Spike traps can be built.
3	A Nest This can be immediately hauled off as 5 food.
4	Fishing Pool This can be harvested every turn for 1 food.
5	Tar Pit Sticky traps can be built.
6	Hill Top Explore in a two hex radius from the top. Defenders add one to their attacks when here.