



TITLE *Hive Mind™*
RELEASE August 2016
UNIT STOCK NUMBER CLP116
UNIT PRICE NET \$
AGES 8+
PLAYERS 3-12
TIME 30-90 minutes

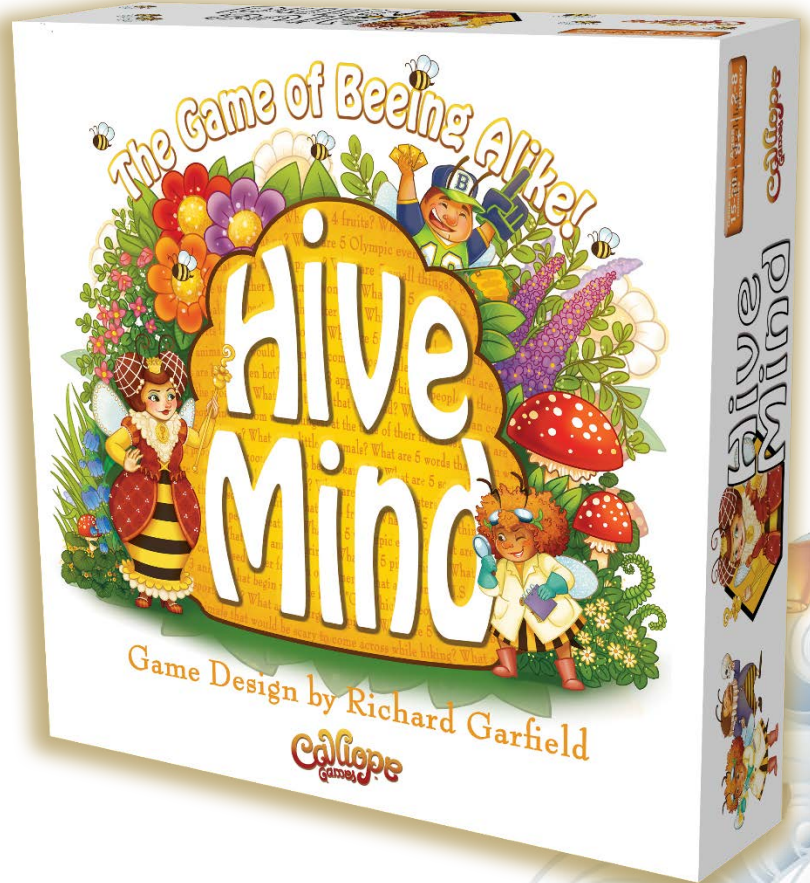
UPC 8 45866 00116 3
BOX SIZE 9.5" x 9.5" x 2.5"
BOX WEIGHT ~2.75 lbs
CASE PACK 6
CASE WEIGHT ~18 lbs
CASE SIZE ~10.25" x 10.25" x 16.5"

CONTENTS

- 300 question cards – 1800 questions
- Game board
- 1 Queen Bee token
- 12 Bee pawns
- 3 Hive Gates
- 12 full-sized *Hive Mind™* pencils
- 1 *Hive Mind™* notepad
- 1 two-minute timer
- Game rules

PRODUCT DESCRIPTION

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™*!



(Not final art)



GAMEPLAY

In *Hive Mind*™, players are bees who take turns rolling the die, moving the Queen Bee along the garden track, and asking and answering questions to assess their compatibility with the hive.

Each bee is trying to prove they should stay in the hive by thinking in harmony with the other bees. They do this by answering questions the same way as their fellow bees. The more answers they have in common with other players, the more points they get! Bees with the lowest point totals move closer to the hive door. When one or more bees leave the hive, the game is over. The bees remaining in the hive win!

CONSUMER BENEFITS AND APPEAL

Questions are based on **experiences rather than knowledge**, inspiring hilarious and enlightening conversations

Whimsical, charming artwork featuring the Queen and bees brings the world of the hive to life.

Up to twelve players can join in a single game of *Hive Mind*™, making it an obvious choice for large families, parties, or gaming groups.

RETAILER BENEFITS AND APPEAL.

Hive Mind™ is **quick to demo** and **easy to learn**, and is **perfect for players of all experience levels**.

Unlike other trivia games, questions are based on **experiences rather than knowledge**; everyone will be able to relate and participate.

Created by **world-famous game designer Richard Garfield** to be a memorable experience for any family or any group of 3 to 12 players.

Calliope™
Games



Not final art