

RESCUE FROM THE HIVE

on Your Own

A Solitaire Play System

by Nick Karp

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[23.0] INTRODUCTION TO THE SOLITAIRE VERSION

COMMENTARY:

Depending as it does on limited intelligence, the standard version of *Rescue from the Hive* (which appeared in *Ares 7*) is very difficult to play solitaire. This supplement allows the game to be played solitaire, retaining some of the uncertainty and suspense of the original game through the use of randomly selected Znon strategies.

GENERAL RULE:

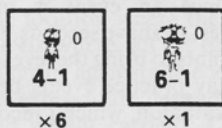
The active player in the solitaire version of *Rescue from the Hive* is the Terran player, whose forces move and attack exactly as in the standard version. The deployment and movement of Znon forces is determined randomly, by the provisions of the following Sections. In all cases, the rules of the original game hold for the solitaire version, except where specifically contradicted.

[24.0] STARTING THE SOLITAIRE GAME

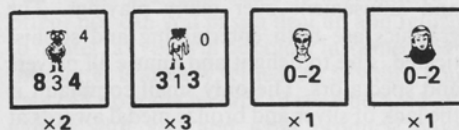
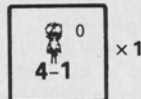
PROCEDURE:

The first thing the player does is separate the Znon counters into four mixes:

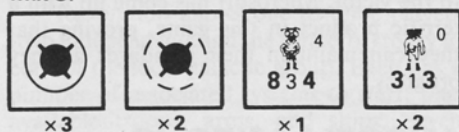
Mix A:



Mix B:



Mix C:



Mix D:



These four sets of counters should all be thoroughly mixed and placed in four opaque containers.

Next, the player selects his mission, determines the Terran forces, deploys them in Darters, and rolls normally on 5.8 and 5.9, determining randomly which ships are affected by Outer Defense Fire.

The player then selects 6 units at random from Mix D, which are deployed face up in the boxes indicated by the Znon Initial Placement Table (24.4), and the rolls of two dice. After these units have been deployed, the game commences with the normal Sequence of Play.

CASES:

[24.1] The player may allocate only 70 Resource Points toward the purchase of Terran forces.

[24.2] The stacking limitations imposed by 9.2 may not be violated by the initial placement of Znon forces.

If a roll on 24.4 indicates that a unit be placed in a box to which three Znon units have already been allocated, the player rolls again.

[24.3] The six Znon units are deployed face-up.

[24.4] Znon Initial Placement Table (see charts and tables)

[25.0] DEPLOYING ZNON UNITS DURING PLAY

GENERAL RULE:

Whenever a Space Marine unit moves into an Area (see 3.0) into which no such intrusion has previously been made, or when a Breach is placed in such an Area, Znon units are deployed in the Area in question.

PROCEDURE:

One unit from Mix A is deployed face-up in the area's box determined by the Queen Placement Table (25.7). The player then rolls two dice using the Nest Population Table (25.8) to determine the number of units selected from Mix D which are to be deployed in the Area. In addition, if the unit selected from Mix A was the Master-Queen, all of Mix B is added to the units indicated by the Nest Population Table, and mixed in with them, while face-down. Once the units to be deployed have been established, one unit is immediately deployed face-up with the unit selected from Mix A. The remaining units are divided into groups of two (one unit will be alone if there are an odd number of units), and each group is deployed face-up in Boxes within the area, as indicated by the Nest Deployment Table (25.9) and two die-rolls. After all groups are deployed, one unit from Mix C is selected, and deployed face-down using the same procedure.

CASES:

[25.1] Case 9.2 may never be violated by the deployment of Znon forces.

Keep rolling on the Nest Deployment Table until all groups may be deployed without violating stacking limitations.

[25.2] When rolling for the placement of units in the Laser Area, re-roll if a table indicates that a unit be deployed in boxes 12, 13, 14, or 15.

[25.3] Add two to the dice roll on the Nest Population Table when determining the number of units to be deployed in the Laser Area.

[25.4] All units are deployed face-up except the units from Mix C, which are deployed face-down.

[25.5] If the Nest Population Table indicates that more units be deployed than remain in Mix D, all units in the Mix are deployed, and all future rolls on the table are considered to have zero results.

[25.6] This Section's procedure is initiated whenever indicated by the General Rule, interrupting Space Marine movement.

A unit may resume its movement if it was interrupted by the actions dictated by this Section.

[25.7] Queen Placement Table
(see charts and tables)

[25.8] Nest Population Table
(see charts and tables)

[25.9] Nest Deployment Table
(see charts and tables)

[26.0] ZNON MOVEMENT AND COMBAT

GENERAL RULE:

At the beginning of each Znon Movement and Ranged Combat Phase, the player rolls a die; this roll is termed the *Strategy Roll*, and determines Znon tactics for the turn. Each Znon-controlled unit moves and engages in Ranged Combat as indicated by the Znon Action Chart (26.9) and the Strategy Roll.

PROCEDURE:

The player consults the Znon Action Chart to determine the actions of each Znon-controlled unit. The turn's Strategy Roll establishes a priority in which the potential actions listed in the chart will be considered. If the highest priority action possible, it is attempted. If the action is impossible, given the situation and the unit, the action of next highest priority (as established by the turn's Strategy Roll), is considered, until a listed action is possible.

CASES:

[26.1] Whenever there are two or more options which equally fulfill the priorities of the Strategy Roll and the Znon Action Chart, the player should roll randomly among the possible courses.

For example, if a unit has a choice of four different boxes to move to, the player would assign each box a number from one to four, and roll the die, sending the unit to the box indicated by the first roll from one to four.

[26.2] The actions of all Znon-controlled units which are not in enemy-occupied boxes are resolved before those of any units in enemy-occupied boxes.

[26.3] Within the provisions of 26.2, the actions of Znon units are determined in the following order:

Znon-controlled Space Marines, Soldiers, Workers, Queens, the Master-Queen, Znon-controlled hostages.

[26.4] Znon-controlled units which are face-down never do anything.

[26.5] Whenever there is a choice as to the unit a Znon unit will attack in Ranged Combat, the order in which a target is selected is as follows:

Terran-controlled hostage, Engineer, Lancer, Scout. The highest Ranged Combat Strength

possible (12.8) given the other conditions to an action will always be used.

[26.6] Znon-controlled units will conduct as many Melee attacks as possible at zero or greater differential.

[24.4] Znon Initial Placement Table

SECOND DIE	FIRST DIE					
	1	2	3	4	5	6
1	1	3	5	7	9	11
2	13	15	17	19	21	23
3	25	27	29	31	33	35
4	37	39	41	43	45	47
5	50	52	55	57	60	62
6	65	67	70	72	75	77

[25.7] Queen Placement Table

DICE-ROLL	BOX
2	2
3	4
4	14
5	12
6	13
7	3
8-9	8
10	9
11-12	7

[25.8] Nest Population Table

DICE-ROLL	UNITS
2	0
3-4	1
5-6	2
7-9	3
10-11	4
12+	5

[25.9] Nest Deployment Table

SECOND DIE	FIRST DIE					
	1	2	3	4	5	6
1	1	1	2	3	3	4
2	5	5	6	6	6	6
3	7	7	7	7	8	8
4	8	8	9	9	9	10
5	10	10	10	11	11	12
6	13	13	13	14	15	15

If there is a choice between units to be attacked, the unit with the highest Melee Combat Strength against which a non-negative differential can be achieved will be attacked. Znon-controlled units will never conduct a Melee attack at a negative differential.

[26.9] Znon Action Chart

For units which are not in enemy-occupied boxes:

On a Strategy Roll of 1 or 2, the priority in which options will be considered is A, B, C, D, E, F, G, H. On a 4 or 5, the order is E, F, G, A, C, D, B, I, H. On a 5 or 6, the order is D, C, A, I, H.

A: Engage a Darter in Ranged Combat through an Open Breach.

B: Fire in Ranged Combat at the nearest enemy unit, and then enter the enemy's box.

C: Move towards (and into, if possible) the nearest enemy-occupied box, if there is any within 10 Movement Points' distance.

D: Engage the nearest enemy unit in Ranged Combat (moving, if necessary to establish a line of fire).

E: Move towards (join, if possible) nearest friendly hostage, if one is within 10 Movement Points' distance.

F: Move towards (join, if possible) nearest friendly Queen or Master-Queen, if one is within 10 Movement Points' distance.

G: Move towards (join, if possible) nearest friendly units, if any are within 10 Movement Points' distance.

H: Do nothing.

I: Move full Movement allowance along a random path.

For units in boxes containing enemy units (see 26.8, however):

On a Strategy Roll of 1-4, the priority in which options will be considered is W, X, Y, Z. On a roll of 5 or 6, the order is Y, Z.

W: Attempt to disengage, and then attack an enemy unit through Ranged Combat.

X: Attempt to disengage, then move to nearest enemy-occupied box in which the total friendly Melee Combat Strength would be greater than the total enemy Melee Combat Strength.

Y: Attempt to disengage, and move to the nearest box containing friendly but no enemy units.

Z: Attempt to disengage, and move full Movement allowance along random path.

Note: The word "nearest" means nearest in Movement Points, not absolute distance.

[27.9] Hyperdrive Table

TURN:	BOTH ENGINE ROOMS UNDAMAGED:	ONE ENGINE ROOM DESTROYED:
1-6	-	-
7-8	1	-
9-10	1-2	1
11-12	1-3	1-2
13-14	1-4	1-3
15+	1-5	1-4

[26.7] **Queens, the Master-Queen, and Znon-controlled hostages may not enter a box containing enemy units unless the box will then contain more friendly than enemy Melee Combat Strength Points.**

[26.8] **Znon-controlled units which are in a box in which the total friendly Melee Combat Strength is greater than or equal to the total enemy Melee Combat Strength will always remain in the box.**

[26.9] **Znon Action Chart**
(see charts and tables)

[27.0] SPECIAL RULES FOR THE SOLITAIRE GAME

GENERAL RULE:

The following Cases are alterations to the standard rules of *Rescue from the Hive*.

CASES:

[27.1] **Ignore all Znon command considerations.**

All Znon units are always considered to be in Command Range. Delete the Queen Activation Segment from the Sequence of Play.

[27.2] **Whenever a Space Marine enters a box containing a face-down unit, it must immediately cease all Movement Point Expenditure.**

At the beginning of each Znon Melee Combat Segment, face-down units in boxes containing Space Marines are turned face-up. If a unit is revealed to be a Fake Boobytrap, it is removed. If it is a real Boobytrap, it attacks exactly as in the standard game, and if it is a Soldier or Worker, it is thereafter treated as any other such unit.

[27.3] **Znon units will never cut off gravity or shut down Life Support, nor does the Cold Storage box have any effect in the solitaire game.**

[27.4] **Each Mind Control Segment, each eligible Znon Queen and the Master-Queen will attempt to Mind Control the closest Terran-controlled individual.**

If more than one individual is equally close, the attempt will be made against a unit with the following order of preference: Engineer, Scout, Lancer, Terran-controlled hostage. All normal

provisions and restrictions on Mind Control otherwise apply.

[27.5] **Except for the few units deployed from Mix C, all Znon units are face-up at all times.**

The units from Mix C remain face-up once they are turned up.

[27.6] **All "Incapacitation" results are treated as "1" results.**

[27.7] **The hostages may never be executed, although they may be attacked via Range or Melee Combat if they are Terran-controlled.**

[27.8] **Each Hyperdrive Segment until both engine rooms have been destroyed, the player should roll a die and consult the Hyperdrive Table to see if the Hive goes into hyperdrive.**

If the roll falls within the span of numbers found at the intersection of the row determined by the turn and the column indicated by the status of the engine rooms, the Hive goes into hyperdrive. In addition, the player automatically loses if the game has not ended by the end of Game-Turn 30. Otherwise, victory is judged exactly as in 22.0

[27.9] **Hyperdrive Table**
(see charts and tables) ■■

SPIBUS [continued from page 29]

TRS-80 OPERA THEATRE Ramware

MU

na/na/A/A

Opera isn't a game; it's five classical opera selections done for the TRS 80. There are no graphics — nothing to look at but the menu and the name of the programme playing — but it's incredible for its sound. Composer Richard Taylor has created with one voice five pieces that you could swear are done with two or more voices. The longest is the William Tell Overture, and it's probably the most amusing (my favorite is *La Donna Mobile*). It's not to play, only to enjoy. You will impress people if you let them see the programme listing, then explain how the 80 makes music. You will be pleasantly surprised if you amplify the sound through a decent sound system.

ADVENTURES AND COMPU-NOVELS

Without trying to review individual adventures, I would like to say a few words about the games which have become almost a cult, and which are exclusively computer products (they did not come from a traditional board game). Enough has been written already about adventure games that unless you've been living near Saturn, you've probably heard of them. Simply put, adventures are solitaire puzzle-games, each set in its own unique environment. Your task is to deduce the rules of the game and then solve the puzzle. Most adventures respond to simple two word commands such as "get axe" or "go east" or "light lamp." Part of the solution of an adventure is to figure out which com-

mands are valid and where. You may try to rub the axe without effect, but rubbing the lamp may have a real effect; such as producing a genie, and rubbing a dragon may make you its lunch.

Some of the adventures are simple treasure gathering situations (*Adventureland*, *Strange Odyssey*) where you must try to figure out where the treasures are located and how best to get to them. Some however have plots; *The Count* is the Dracula legend, *Voodoo Castle* requires the awakening of a character under a spell. My favourite is *Mission Impossible* which, unlike most, requires no magic, but logic, common sense, and deductive reasoning. In *Mission* you must find and deactivate a bomb set to destroy a nuclear reactor. It has proven the most challenging yet for me.

Some of the newer adventures have graphics, usually simple ones, since the adventure programme consumes a lot of memory. The better adventures are written in machine-language both for speed of execution and larger data base. Those in BASIC are slower and often simpler to solve. The adventures by Scott Adams are the most popular, as well as perhaps the best and most ingenious (except *Voodoo Castle* which I found rather simple and somewhat boring).

Greg Hassett, 14 year old whiz kid, has also produced adventures which I have been told are very good and tough to solve. Newest on the market is *Interactive Fiction*, a series of adventures or, more rightly, compu-novels which require 32K plus disk drives (hopefully a 32K cassette will see the light). In these, you use real English, not just two word commands, and you chart the plot of a story (such as a spy adventure), not just engage in a random search and solve routine. One company even offers a human body adventure in which the player explores the

human anatomy *a la* the *Fantastic Voyage* movie, searching for a cancer to destroy before it spreads too far.

The only drawback with these games is that once solved, most adventures lose their interest. This should not stop anyone but the most miserly from buying them, since they offer many, many hours of play, good tests of your logic (and sometimes vocabulary; it took me an hour to find "unlight lamp" as a working command!), and, while played, have an exceedingly high level of escapism in them. The only adventure I have played which has offered me no enjoyment or serious challenge is Radio Shack's *Haunted House*, which I believe is intended for a considerably younger audience. Microsoft has an adventure for a 32K disk operated system which I understand is the absolute best in its type. I can only express again my wish to see 32K cassettes come out in the very near future in order to be able to try it! Rated on an average: na/A/na/A

Of special interest is the latest offering from Avalon Hill: *Lords of Karma*, a machine language adventure meant for 48K machines. I was pleased to see that it came as a cassette, not a disk, since I haven't any disk drives. As a game, it acts pretty much like the other adventures, but with a few new twists (which I won't give away here). The screen scrolls like a Radio Shack adventure, not offering the clean split-screen display Adams uses, but it's a small point. Because of the size of the programme, it offers a complex environment larger than the 16K versions, and has new commands and techniques (which you must discover yourself). More interesting is the use of karma points to score, rather than simply treasures. Yes, a cassette takes a long time to load (above ten minutes), but if you like adventures, it's worth the wait. ■■