Spidertwist

– The way to a spider's heart is through her stomach –

A strategic game for two players
by Henning Poehl

Contents

- 1 game board with a spider web on each side
- 1 female spider (large, yellow marker)
- 20 male spiders (small markers, 10 each in black and white,
- 1 six sided dice.

Objective

In this game you lead a group of male spiders. You are trying to mate them with the female spider and to avoid ending up in her stomach.

Preparation

Choose a spider web, then place the game board in the middle of the table (Advice: For your first game you should pick the easy web "summer morning"). Place the female spider marker in the center of the web. Each player receives 10 male spider markers of one color. Put your 10 markers in front of you, this is your stock. To determine the starting player, roll the dice. The player to roll the higher number starts the game. In case of a tie roll again!

Gameplay

The game is played in turns.

During a turn you may move all of your male spiders which are already in play (on the spider web). Besides, you may place one additional male spider onto the spider web (if you still have one in your stock). Hence on your first move the only action to take is adding one of your male spiders to the web. Each movement by the male spiders – including the action of adding a spider - on the web causes a reaction by the female spider. This reaction is carried out by the opponent player.
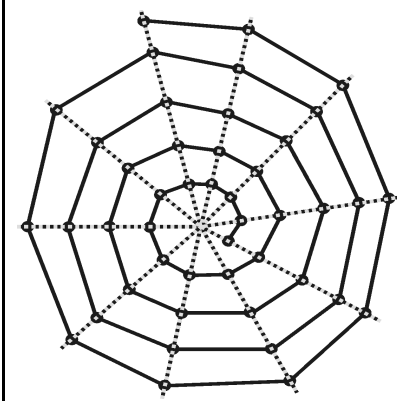
The spiders are moved across the spider web. The spider web pattern has many **spokes** (dotted lines in the picture) that lead from the center to the edge of the web. Interconnecting **strands** (solid black lines) link the spokes to each other. Nodes are found at each **crossing** of a spoke and a strand (large black dots).

1.) The male spider

The male spiders may only be moved by the active player during his turn.

a) Adding a male spider to the web

Once during your turn your may add one male spider from your stock to the web. You may choose this action any time during your turn. When entering the web the male spider has to be placed on an unoccupied edge node (take a look at the large grey dots in the picture). A newly added spider may not move any further during this turn. Flip the spider marker upside down, hiding the image, to make clear that this spider may not move any more during this turn. You don't have to add a new spider during your turn. Yes, you may pass on this action.
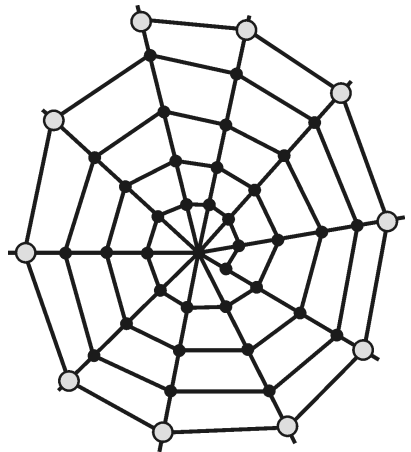
b) Moving a male spider

During your turn you may move all of your male spiders that are on the spider web at the beginning of your turn once. A movement is carried out by moving the male spider from one node to an adjacent node. This

means either a spoke or a strand must connect the node you set out from with the one you want to place the spider on. A male spider may only be moved one node per turn. You may only move your spiders to a node which is not occupied by another male spider.

After moving, flip the spider marker upside down, hiding the image, to make clear that this spider may not move any more during this turn. You don't have to move all of your spiders during your turn. If you wish to forgo moving one of your spiders, express this by flipping the spider marker upside down to hide the image without moving.

Notice: During your turn you have to move at least one male spider or add a new spider on the web. In other words during your turn you have to provoke at least one reaction from the female spider. (see below).

c) Mating

If a male spider sits on a node adjacent to the node where the female spider sits, you may use the movement of that male spider to initiate a mating. In order to do so you must move the male spider marker to the node of the female spider marker. You've now successfully mated one of your male spiders. The freshly mated male spider is now taken from the web and placed on the „mated" space (Verpaart). Only <u>one</u> mating (per color) may take place during a turn.

Notice: a mating only takes place if the male spider is moved to the female spider, not the other way around. If, however, the female spider is moved to the male spider (see below) there won't be a mating. Instead, the male spider will be eaten by the female spider.

Once you have flipped all of your male spider markers upside down, and your opponent has finished moving the female spider, your turn ends. Now all your male spider markers are flipped back, face up. The other player's turn begins.

2.) The female spider

Every disturbance of the spider web is followed by a reaction of the female spider.

The web is disturbed either by moving or by adding a new spider on the web.

Notice: If a male spider is not moved but instead just flipped upside down to forgo movement, it causes no disturbance and the female spider does

not react to it. The reactive movement of the female spider is always carried out by the opponent player.

a) Moving the female spider

The female spider always reacts with movement to a disturbance, unless she is feeding on a male (see below). Movement is carried out according to the following rules:

⇒ The female spider always moves towards the male spider that caused the disturbance.

⇒ The number of adjacent nodes the female spider moves depends on the impact of the disturbance. The impact of the disturbance is determined by the number of male spiders sitting on the nodes of the spoke where the disturbance originated. So the female spider moves a number of nodes equivalent to the number of male spiders (regardless of color) sitting on the spoke where a male spider was just moved to (or added to from the stock). If a male spider is moved to the center of the web it causes disturbance at the spoke with the most male spiders. As long as a male spider is in the center of the web it adds to the disturbance of any spoke on the web.

⇒ The female spider will **always** use the shortest route to her target.

⇒ If more than one routes are equally short, the female spider will always use the route where she can prey on a male spider.

⇒ If there is no chance for the female spider to gain a prey, the player moving the female spider decides which shortest route the spider takes.

⇒ If there is more than one chance for the female spider to gain a prey, the player moving the female spider decides which of these routes the spider takes. When choosing the route, the distance to the potential victims doesn't matter, as long as the female spider is able to prey on a male spider en route. You don't have to choose the route with the victim closest to the female spider.

⇒ The female spider moves until she either has moved the appropriate number of nodes (see above) or she comes across an occupied node. Besides the latter there is no reason to stop the movement early.

⇒ If the female spider moves on an occupied node, she will immediately eat the occupant (regardless of color). The devoured male spider is now taken from the web and placed on the „eaten" space (Gefressen).

⇒ If a male spider is moved to the female spider a mating takes place, the female spider does not move. She stays in place.

b) Feeding

Every time the female spider moves onto a node occupied by a male spider, the male spider will be eaten. Feeding on a male spider takes time. Roll the dice to find out how long the female spider is occupied. To display the feeding time, place the dice with the result face up on top of the female spider. During her meal the female spider will not react to any disturbance on the web. But with each disturbance the number on the dice is decreased by one (turn the dice to indicate this) regardless of the impact of the disturbance. If the dice displays the number one, instead of decreasing, remove the dice from the board. This indicates that the female spider has finished her meal and will once again react to any disturbance of her spider web.

Notice: a feeding female spider is still able to mate. The action of mating will also decrease the number on the dice by one.
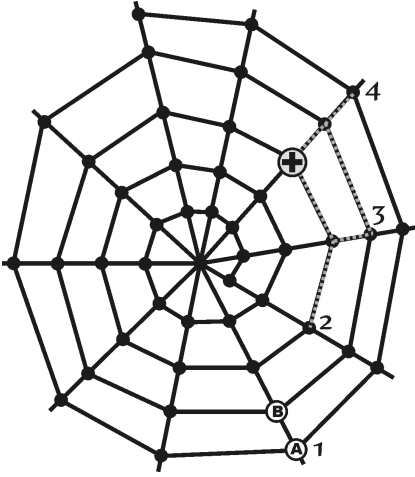
3.) End of the game

As soon as one player only has a single male spider left, either on the web or in his stock, the game ends.

4.) Scoring

For each male spider on the „mated" (Verpaart) space you gain +2 points, for each male spider on the „eaten" (Gefressen) space you lose -1 point. The player with the most points wins the game.
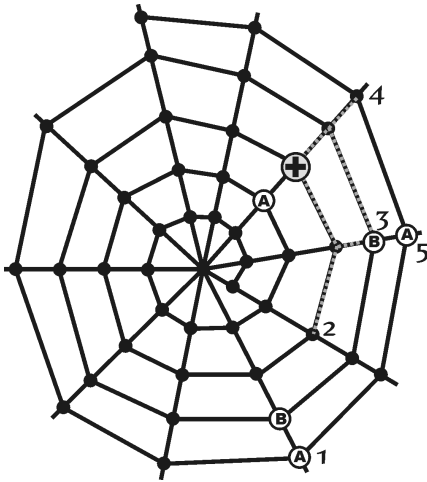
5.) Examples

Player A just added a male spider to the web at node 1, or he just moved his male spider to node 1 from an adjacent node. Now there are two male spiders on this spoke (one from player A and one from player B). so the female spider will now move two nodes towards the recently added / moved male spider. The shortest route between the female spider (large circled cross) and the recently added / moved male spider on node 1 is five nodes. There are a couple of legal routes for the female spider to move (dotted lines). The player moving the female spider decides which of these routes the female spider takes. Her movement will end on either 2, 3 or 4.
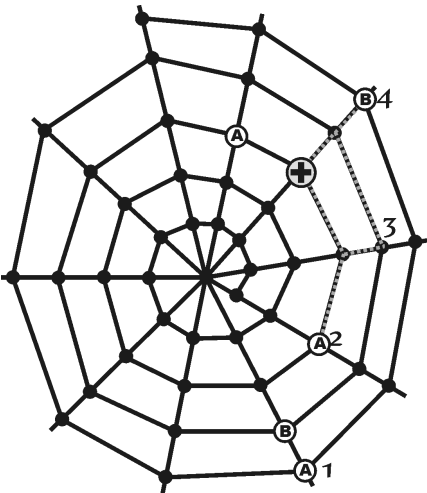
Player A just added a male spider to the web at node 1, or he just moved his male spider to node 1 from an adjacent node. The shortest route between the female spider and the recently added / moved male spider on node 1 is five nodes. Two of the nodes in range of the female spider are occupied by male spiders.
The player moving the female spider decides whether the female spider will take the route ending at node 2 or at node 4, where she will be able to eat a male spider. He must not move the spider to node 3 since she can't feed there.

Player A just added a male spider to the web at node 1, or he just moved his male spider to node 1 from an adjacent node. The shortest route between the female spider and the recently added / moved male spider on node 1 is five nodes. The player moving the female spider has to move her to node 3 so she can feed. If player A has not yet moved his male spider on node 5 he may now mate this male spider with the feeding female spider by moving his male spider to node 3.

6.) Acknowledgements

7.) Editorial details

This game is published by

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