

Arachnid

- Manage your colony of intelligent spiders.
- Expand your web and colony
- Fight off invaders and compete with other spiders for limited space
- Generate enough food and manage it well.
- You need to feed your hungry colony through feast and famine.

Components

Main Board (Possibly Double Sided)

Food tokens 50x (Cubes / Gems)

Bloodied tokens 50x (Cubes/Gems)

Attack Dice

Defense Dice

Booster Dice

Critter Bag

Critters:

- Worm
- Ladybug
- Heebie Jeebies
- Tater-bug x2

Event Bag

Events:

- Feed 1
- Feed 2
- Critter 1
- Critter 2
- Bug Hit 1
- Bug Hit 2

Ability Tokens

Weaver Spider Cards

Soldier Spider Cards

Each Player takes the following in their colour

(Red, Yellow, Green, Purple)

26 web tokens

Alpha Spider Boards

Beta Spider Boards

Tall Spider player piece / Spider Token

- Alpha Spider
- Beta Spider
- Spider (#1)
- Spider (#2)

Set-up

- Set out the main board.
- Set out the spider U board beside the Main board
- Place the tokens for special powers near the Spider-U card
 - Snare
 - Mind control
 - Funnel Web
- Place the Weaver and Soldier spider control cards in face-up piles below the Spider U
- Set out the Event board near the Main board
- Fill the event bag with 5 of the 6 events, keeping one feeding event out of the bag. (It will be added to the bag during the first event refresh.
- Set out the Critter board beside the main board.
- Fill the Critter bag with the Critter tokens.
- Place the D6 die on the corner of the board showing the six movement directions.
- Create a pool of
 - Bloodied Tokens
 - Food Tokens
 - Attack Dice
 - Defense Dice
 - Bolster Dice

Each player places their three starting web tokens on the main board as per the set-up illustration for the player count, placing the web near them.

The first player is determined and receives the First Player Marker

The players then:

- Place their Den cards along the edge of the main board, closest to their starting web.
- Fill the five rightmost spaces of the Den with Web tokens.
 - 3 players - 0 3 4 5 5 5 (25 pieces / 83%)
 - 4 players - 0 2 3 4 4 4 (20 pieces / 89%)
- Place their Alpha and Beta spider cards under their Den card
- Draft their spider special abilities in reverse turn order, then place the rest in the Spider University.
- Fill in all the blank spaces to the left of the dotted lines on the spider boards with bloodied tokens
- Place Attack/Defense dice on the available spaces on the card.
- Place the Alpha and Beta spider figures on the starting web on the main board
- Place **three** food tokens in the food storage area of the Den
- Select a special ability and place in on their Beta spider
- Place the remaining tokens and figures of their color near their spider boards.

Turns / Rounds / End Game

- The current player draws an event token out of the bag and places it on the next open spot on the event board. The Event is immediately resolved.
- All the players will simultaneously perform any Den actions they wish.
- The current player will then perform as many spider actions as they wish then pass, ending their turn..
- The next player in clockwise order will perform all their actions then pass, ending their turn.
- This continues until all the players have performed their actions and end their turn.
- The current player will then pass the event bag to the player on their left who will become the current player for the next round.
- This will continue until the round in which one of the players has placed their last web on the board. This will be the final round.
- The remaining players will continue until the current round is finished, ending the game.
- The players will then score their points to determine the winner.

Performing Actions / Ending your turn

Players use the available food from their food stores to perform actions with their spiders. This includes moving, spinning webs and other actions. If two spiders end up adjacent to each other, a battle will automatically ensue between them which will be immediately resolved before performing any additional actions. There are two ways to perform an action:

1. Place a food token on to the leftmost space of an action track on one of the spider control cards. This can only be done if there is no food previously placed on that track. Perform the action for that specific spider controlled by the card.
2. If there is already food on the action track and there is an open space to the right of the food, move the food one space to the right. Perform the action for that specific spider controlled by the card.

Once the food reaches the end of the track or if there is only one space, the food will stay there until the end of the turn.

The individual actions will be described in more detail in a letter section of the rules.

End of Turn Clean-Up

Once a player has passed, ending their turn, the next player can proceed with their turn. The player who just passed must still do the following:

- Remove any food tokens that have reached the end of the action tracks or are on individual action spaces on the Den and spider control cards. (These spaces are marked with an "X") These are discarded back into the common food pool.
- Remove one of the rightmost "Bloodied" tokens from an action track of any spider which was directly involved in a battle or killed a critter this turn.

Events

At the beginning of each round, an Event token is drawn and placed onto track on the Event card. If all the spots are full, the player will put all the event tokens back into the bag before drawing a new one. There are 5 spaces on the event track and 6 event tokens. (One event will not happen each time the event track fills up)

New Flies

Each Event token will indicate a space where a fly will enter on the board, represented by a food token. When a spider spins a web over this food token, they can claim it and place it in their food stores. The Event Token will have a number from 1-6 in the corner. A food token will be placed on the innermost (closest to the centre) open space on the main board containing the same number. If there are no open spaces matching the number on the token, no food will be placed.

Event Types

There are three types of events, which are resolved immediately after the token is drawn and the food placed on the main board:

- Feeding (Yellow) - Each player must feed every spider they control. This includes newly hatched spiders which haven't been deployed to the main board. If a player doesn't have enough food, they must consume resources in order to gain enough food to do so. (This could mean consuming webs, bloodied tokens, or even one of their own spiders.)
- Fly Hit (Green) - Each player will gain one food token for each uncovered fly symbol on their Den card. This is stored in the Food Stores section of the Den, with any overflow going directly into the incubator. A player cannot deny food.
- Critter (red)
 - All critters already on the main board will **Activate**.
 - A new Critter is then **Spawned** onto the center critter spawn hex on the main board.

The Den

The Den contains the **web tokens** which are stored, ready to be placed on the Main board. As the stacks of tokens are removed, they will reveal fly symbols. The den will gain one food token for each fly exposed symbol when a Fly Hit Event occurs.

The lower area with the **five food** symbols is used to store up to 5 food items. Any excess received during a Fly Hit Event must be placed into the Incubator, which can hold up to three.

Whenever the **Incubator** is full (3 food), the food is discarded and a new spider is hatched:

- A new spider control card is chosen from Spider-U and placed near the current Spider Control Cards.
- A token indicating the new spider Number is placed on the corner of the board.
- A matching Spider figure is placed beside the card, ready to be deployed.

There are two action spaces on the Den as well; the Refresh and Deploy actions.

These actions, as well as Collecting food and Hatching new Spiders are done at the beginning of a player's turn before performing any Spider actions.

Basic Spider Actions

Deploy (Den) - Place a newly hatched spider anywhere on your own web.

Refresh (Den) - Refill the Attack and Defense dice for one of your spiders.

Each Spider Control Card controls a specific spider and each action track on that card can contain only one food.

Move - Move a spider to any un-occupied space on the current web. **or** Move One space to a different web if it is adjacent to the spider. Any food the spider lands on at the end of their move action is claimed and stored in the Den. More than one spider cannot occupy the same web space.

The Alpha spider has a special **Support** ability. During a Battle, it can give another Spider on the same web, three or fewer spaces away any number of dice. This does not cost food.

Bite (Alpha, Soldier) - Bite an adjacent critter for one bite damage. Spiders do not bite other spiders.

Spin (Beta, Weaver) - Spin a new web onto an open space adjacent to the spider. Any food the spider spins a web over is claimed and stored in the Den.

Over-Spin (Alpha) - Spin a web on top of an existing single web adjacent to the spider. (Max. web ht. = 2)

Special Actions and Abilities available to the Beta Spider are described in a later section.

Battling

Whenever two or more spiders end up adjacent to each other after a movement or Special action, a battle will immediately ensue. The spider who moved into this position is the Attacker and the other spider is the Defender. The loser in the battle must retreat to their own web, at least two spaces away from the opponent. If the loser is strongly overpowered (Overkill), the spider is also stunned and flipped upside down. A stunned spider cannot perform actions until it is refreshed at the beginning of a later turn.

- Attacker commits one or more attack dice.
- Defender may commit one or more defense dice.
- Attacker / Defender gain one Bolster Die per Over-spun web they are sitting on.
- Attacker/Defender can receive a reinforcement die from a near by Alpha
- Attacker / Defender can buy additional Bolster Dice for one Food each.
- Roll to resolve the battle:
- Tie - Attacker Retreats
 - Victory +1 - Loser retreats to their own web, at least two spaces away and loses one Food.
 - Overkill >1 - Loser retreats, loses one Food and is Stunned until it can be Recharged.
(Flipped over)

Every participant in a battle will be rewarded with an upgrade. One bloodied Token can be removed from one of the Action tracks, enabling more actions on a subsequent turn. This token is kept by the player and is worth points at the end of the game. The Beta Spider has the option of Swapping out its Special Ability with one from the Spider University instead of removing a Token.

Consuming

Spiders must be fed whenever a Feeding Event occurs. If you don't have enough food, you must consume items to convert them into food. You can consume your upgrade tokens, your Web from the Main board, or even consume one of your spiders. These are removed from the game.

- **Upgrade tokens** - Discard an Upgrade token that you have removed from one of your action tracks to gain One Food.
- **Web** - Remove one of the web tokens from the main board and discard it for Two Food
- **Spider** - Remove a spider from the main board or one that has been hatched and is ready to deploy. Remove the Spider Control Card as well and any items on the card. Discard all of this to gain Three Food.

End Game

Once a player lays down the last of their last webs, the round is finished and the scores are calculated.

- Points for spiders on the web:
 - One spider = 3 Points
 - Two Spiders = 6 points
 - Three spiders = 10 Points
 - Four Spiders = 15 Points
 - Each additional spider = 5 points
- 2 points for each web laid on the board. (Only the topmost web counts.)
- 1 point for each upgrade marker removed from the player board track and not traded for food.

In the event of a tie, the player with the largest web wins. If still tied, the player with the most food tokens wins.

Special Abilities

Each Beta Spider has a Special Ability. This can be an ongoing Passive ability or a special action the spider can perform. Players will draft their starting ability before the game starts. During the game, whenever a Beta spider is involved in a battle, the player can choose to swap out their ability with one from the Spider University instead of removing a Bloodied token.

Agile (Passive) - At the end of a movement, if the Spider is adjacent to another web, the spider can move one more space onto that web.

Stealth (Passive) - This spider cannot be seen by Critters. If a critter passes adjacent to the spider, it will not be bitten by the critter. Critters who are drawn to spiders will not be drawn to this spider. If a Critter, however, bumps into the spider by trying to move to the same web space, it will bite.

Vicious (Passive) - When in battle, the spider will receive +1 extra attack or defense added to the die roll.

Balloon - The spider can travel anywhere in a straight line in any of the six directions from its current space. It can land on any un-occupied web.

Funnel Web (3x) - The spider can place a funnel token on top of one of their own adjacent webs. When a Fly-Hit occurs, food is placed on the funnel. Any spider can move onto the funnel to claim the food and store it in their Den. Multiple food tokens can accumulate on the funnel web.

Jump - The spider can jump to any space, three spaces away from its current space. It can jump over gaps and obstacles.

Mind Control (1x) - Use this action to place the Mind Control token on a Critter. The Critter will immediately activate and will move in the direction chosen by the player controlling it. The token will stay on the Critter and the player controlling it will choose the direction it travels whenever it activates. When the Critter is killed, the token is returned to the player.

Pounce - The spider can jump on top of a Critter up to three spaces away and kill it. The critter will be killed, regardless of how many bites would have been required to do so.

Snare - Entangle a Critter or another spider up to three spaces away. Once a Critter is entangled, it must stay and untangle itself the next time it activates. It will then be free to move again on another activation. An entangled spider must use one move action to untangle itself before it can move again.

Unravel - Destroy a single adjacent web, removing it from the game. Or, destroy an adjacent over-spun web leaving the web under it intact.

Critters

Each time a Critter activation event occurs:

- All the Critters on the main board will move and behave as per their pre-defined behaviors. Any random directions will be resolved by rolling the Die (D6) at the corner of the board. Multiple activations will happen from the innermost to the outermost in clockwise order, starting the blue activation arrow. (Much like a Radar sweep)
- A new Critter is then **Spawned** onto the center critter spawn hex on the main board. The new critter is drawn from the bag of critters and placed on the centre Spawn space. (Red side up)

When a Critter is killed, it is placed in a pile beside the Critter Bag. The spider who killed the critter collects the food value. Once the Critter bag is empty, the pile of Dead Critters is added back into it.

There are four types of Critters and they all bite. If a Critter passes adjacent to by or lands adjacent to any spider, that spider is wounded and loses one food. This can also happen when a Critter spawns and the spider is next to the spawn space. If a Critter travels in a random direction. The D6 die in the corner of the player board is rolled to determine the direction.

Ladybird Bandit (One Bite to kill, One Food) - Flies to a random unoccupied space at the edge of the web and steals one food from the closest spider. (*Closest spider in clockwise direction if tied*)

Mangia Worm (One Bite to kill, One Food) - Crawls one space on the web in a random direction. The web it was on is Destroyed. (*It does not move past Spiders.*)

Tater Bug (One Bite to kill, Three Food) - Crawls, one space on the web in a random direction. Gain three food when killing this tasty critter. (*It does not move past Spiders.*)

Heebie Jeebies (Two bites to kill. 1 / 2 food) - Claim the food shown, each time it is bitten. When bitten the first time, it is flipped over to the yellow side. This critter moves one space in a random direction and can land directly on top of a spider. If a spider is adjacent to it, it gets injured and loses one food. If it lands directly on top of a spider, every spider in the colony will lose one food.