



COBWEB

Category: Animals
Mechanic: Area Control, Mancala
Players: 2-4
Time: 30 minutes
Age: 14+
Components:
1 game board, 22 tiles,
8 cylinders, 100 discs

WHAT IS THE GAME ABOUT?

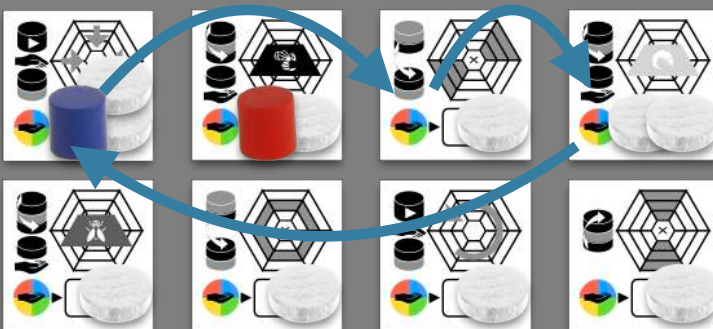
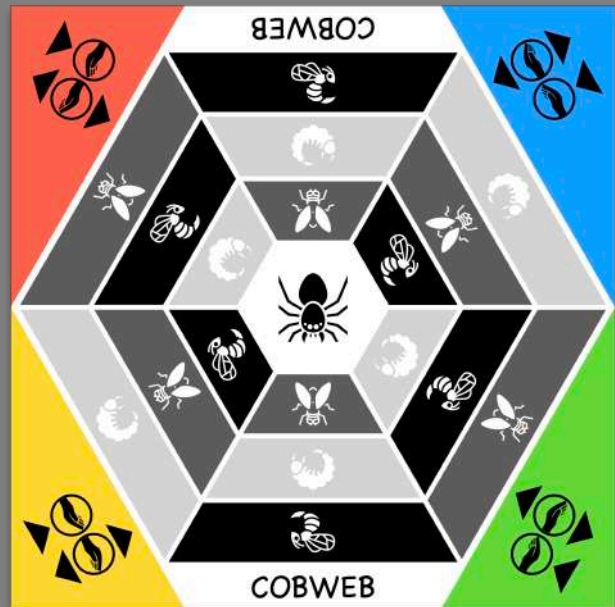
You play a spider who spins a cobweb to catch her prey. However, you are not alone but have to compete with other spiders, spinning their webs on top of yours.

HOW DO YOU WIN?

The more discs you have on the cobweb, the more discs you will earn (but only if you have the top position) and the more discs you will be able to place. The player with the most discs on the cobweb when the game ends wins.

HOW DO YOU PLAY?

The game board consists of a cobweb divided into 18 connected spaces, each of which has one of three different prey symbols. The players take actions to place discs on the cobweb, to move them around, and to claim more discs for the areas where they have the top disc and where the area symbol matches the action. Such claims move their discs to the bottom, forcing them to rebuild their cobwebs.



The actions are selected from a randomly set up action board. Pick up the action markers in one action space and drop them one by one in the spaces of the actions you wish to take. The more previous action markers there are in an action space, the more expensive is the action.

WHAT MAKES THE GAME SPECIAL?

The unique action mechanic allows the players to optimize action combinations while at the same time block other players' actions by making them more expensive. The actions can then be used to manipulate the discs on the board to dominate the right spaces at the right time.