

# COBWEB



A game of many spiders  
and only one web

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Nova Suecia Games  
<http://www.novasuecia.se>  
VERSION 1.0

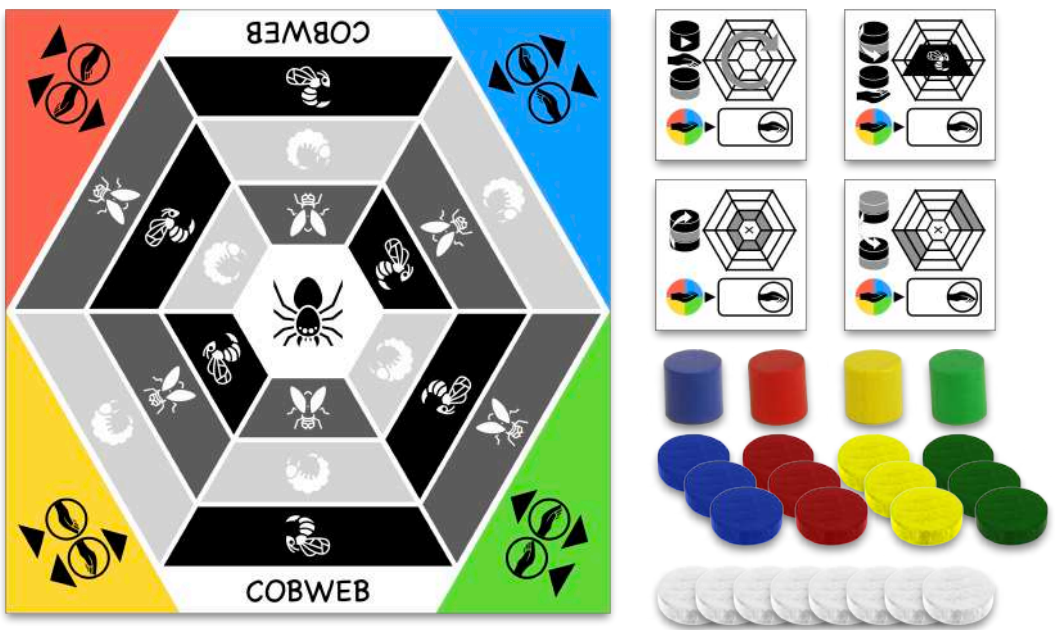
## 1. Introduction

*Nature is competitive. The spiders spin their cobwebs to catch their prey and get the energy required to spin more cobwebs. However, only the outmost cobweb will catch the bugs so the spiders must compete to spin when and where the bugs will be.*

## 2. Game Components

The game consists of the following components:

- 1 game board with 18 web spaces in one of three colors
- 22 action tiles; of which 12 marked "X"
- 20 neutral (white) discs
- 8 spider cylinders; 2 of each color
- 80 web discs; 20 of each color

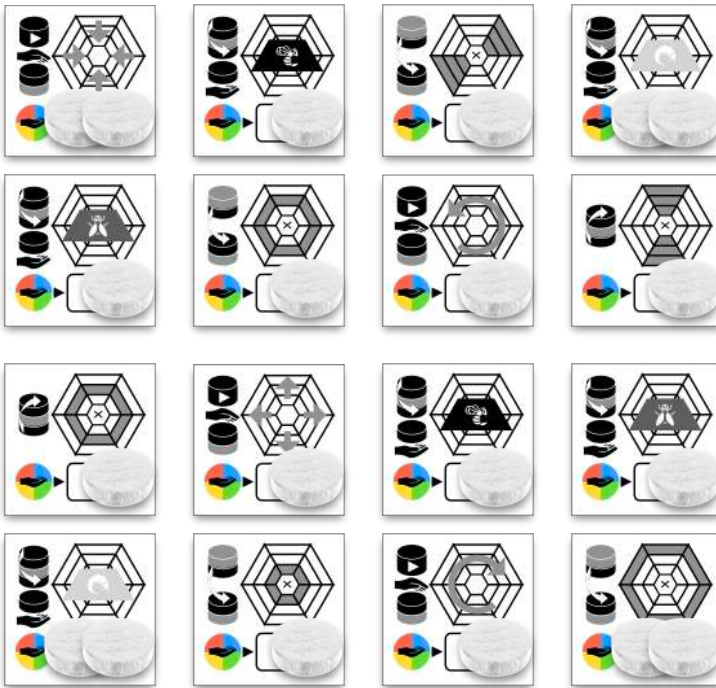


## 3. Game Objective

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 symbol. Such claims move their discs to the bottom, forcing them to rebuild their cobwebs. The player with the most discs on the cobweb when the game ends wins.

## 4. Game setup

- 1) Place the game board on the table.
- 2) Sort out the 12 action tiles marked with an "X" in the cobweb and randomly remove 6 of them from the game.
- 3) Shuffle the remaining 6 action tiles with the other 10 action tiles and randomly lay them out in a grid of 4x4 tiles. Place the 20 neutral discs in the rectangular spaces; 2 in the corner tiles and 1 in the other tiles.
- 4) Give each player both spider cylinders and all web discs of their chosen color.
- 5) The last player who saw a spider starts and the game proceeds clockwise.



## 5. GAMEPLAY

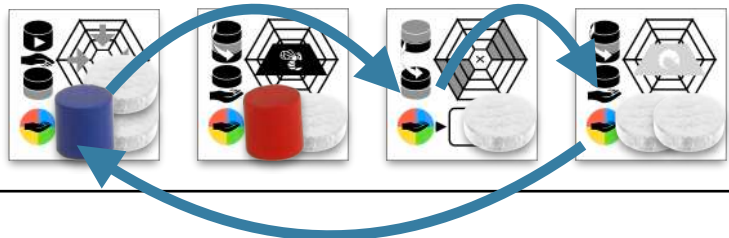
In your first turn, place the 1st spider cylinder on any empty web space together with 1 web disc. This is your *web spider*. Place a 2nd web disc on the corner of the board with your player color. This is your *storage*. Leave the remaining 22 discs outside the board. This is your *supply*. Place the 2nd spider cylinder on any non-corner action tile with in the circle space. This is your *action spider*. Execute the action and slide the action spider to the rectangle space.

In your following turns, pick up your action spider together with all discs in its action tile. Move your action cylinder onto the circular space of adjacent tiles, leaving 1 disc behind on each tile, until you have left your last disc behind. Each occupied circular space gives you 1 action.

You may not move onto a tile with another action spider, nor may you move onto a tile where there already is a disc on the circular space, but you may skip such tiles and move to the next one. You may not immediately return to the tile you just left but you may move to other tiles first and then return. If your action spider is on an edge tile, you may move it to the edge tile on the opposite side.

Instead of picking up your action spider, you may pass and take 1 disc from your supply to your storage.

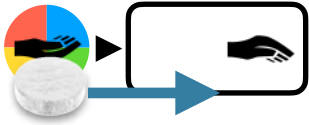
*Example: Blue's action spider stands in the upper left corner and Blue picks it up together with the 2 discs there. She skips the first tile, since the Red action spider stands there, and drops the discs on the second and third tile. She then moves to the opposite side and drops her action spider on the tile where she started.*



## 6. ACTIONS

Execute all the actions with occupied circular spaces. You may execute the actions in any order but you must complete one action before starting the next.

Before executing the action, subtract the number of discs in the rectangular space from one. If the total is positive, take this number of discs from your supply to your storage. If the total is negative, return this number of discs from your storage (or from the game board if you do not have any) to your supply. If you cannot return enough discs, you must forego the action.



After executing or foregoing the action, slide the disc or action spider from the circular space to the rectangular space.

*Example: In the above example, the left action gives one web disc to the storage (since it became empty when Blue left it), the middle action is "free" and the right action requires one web disc to the supply. Blue may take the actions in any order and thus use the web discs received from one action to pay for another.*



## 7.1 The "Move" Action

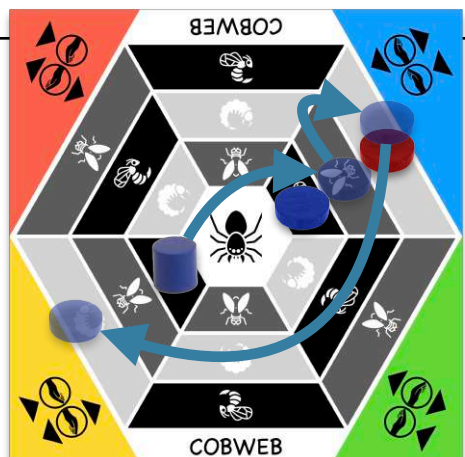


Move your web spider to the next web space as shown on the action tile (clockwise, counter-clockwise, inwards, outwards). For each web space you move to, place a web disc from your storage there, on top of any other web discs. If you run out of web discs, you cannot move.



You may not move onto a web space with another web spider or own web disc but you may skip such web spaces and move to the next one. If your action spider is on an inner web space, you may move to the other side of the spider and if your action spider is on an outer web space, you may move to the opposite side. (This applies to inwards and outwards moves.)

*Example: Blue executes the "move inwards" action and uses 3 of the web discs in her storage. She skips the wasp, where she has a web disc already, and places web discs on the fly, the maggot (on top of a red web disc) and the maggot on the other side.*





## 7.2 The "Up" Action

Move any of your web discs on the web spaces shown on the action tile to the top position of the same web space.

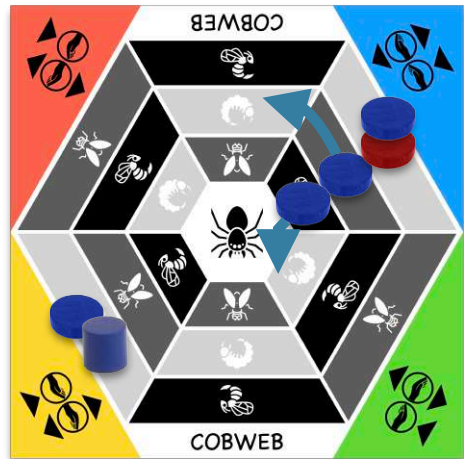


## 7.3 The "Adjacent" Action

Move any of your web discs on the web spaces shown on the action tile to the top position of any adjacent web space. When moving, follow the rules in the Move action (7.1).



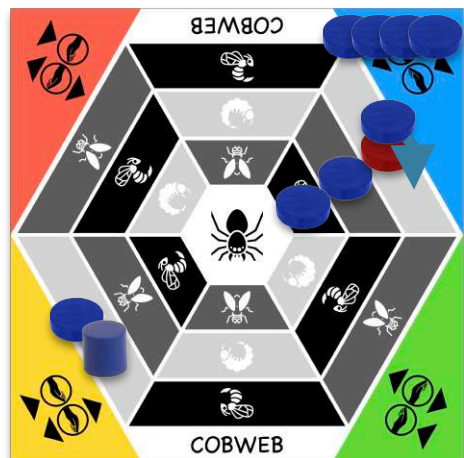
*Example: Blue executes the "left-right adjacent" action. All her 4 web discs are on the web spaces shown on the action tile and she decides to move 2 of them to maggots.*



## 7.4 The "Eat" Action

For each top web disc on the web spaces shown on the action tile, take 1 web disc from your supply to your storage. Then move all those web discs to the bottom.

*Example: Blue executes the "eat maggot" action and has 4 top web discs on maggots. She moves all of them to the bottom (i.e. only the one on top of the red web disc since she is alone on the other maggots and take 4 web discs to her supply).*



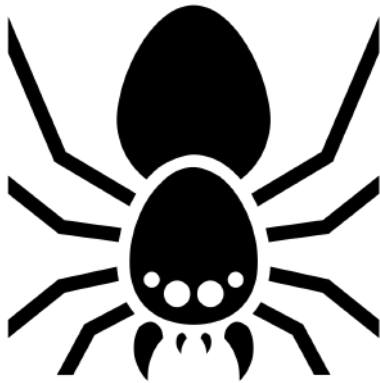
## 8. End of Game

The game ends immediately when a player is entitled to take web discs from the supply and there are none left.

The player with the most web discs on web spaces wins. In case of a tie, the player among the tied players with the most discs in the storage wins. If the tie remains, the tied players share the victory.

*Example: Blue eats 4 maggots but has only 3 web discs left in the supply. The game ends and the player counts their web discs.*

*Blue and Red have 15 web discs each on the cobweb. However, Red has only 2 web discs in her storage while Blue has 3. Blue wins the game!*



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Game design: Nicholas Hjelmberg  
Artwork: Nicholas Hjelmberg  
Production: The Game Crafter  
Game testers: Stockholm Board Game Design Meetup  
Special thanks: My wife Su-San Oh for having to listen  
to my endless historical and game  
technical considerations

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