



**CONTENTS:**

- 1 plastic web gameboard • 2 base supports
- 6 small plastic spiders (3 green, 3 orange)
- 2 large plastic Daddy Longlegs spiders (1 green, 1 orange)
- 4 rubber pads • 1 label sheet

**FOR 2 PLAYERS**

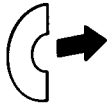


# WEB ASSEMBLY & LABELING

Figure 1

### 1. Green Nest Labels

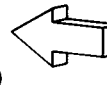
Apply green labels to both sides of higher nest. (Web is marked with a "G" for green.)



**ORANGE  
PLAYER'S  
SIDE**



**GREEN  
PLAYER'S  
SIDE**



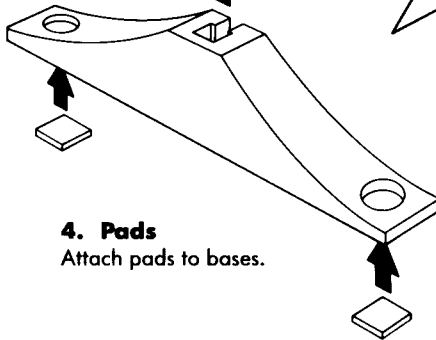
### 2. Orange Nest Labels

Apply orange labels to both sides of lower nest. (Web is marked with an "O" for orange.)



### 5. Base Attachment

Slide bases onto web.



### 4. Pads

Attach pads to bases.

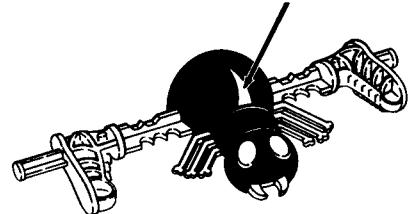
### 3. Name-of-Game Labels

Apply green label over the "G" to identify Green Player's Side. Put orange label over "O" on the other side to identify Orange Player's Side.

## READY THE SPIDERS FOR PLAY

Figure 2

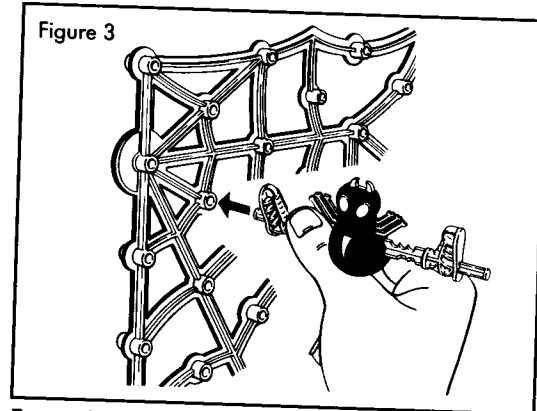
Apply label here.  
Match it to leg color.



Twist spiders off connectors. Then label them.

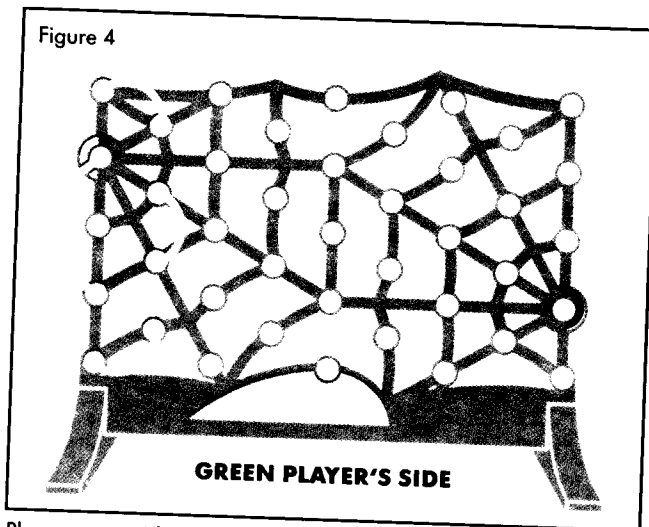


1. Choose a color to play—green or orange. Take 3 small spiders and 1 Daddy Longlegs that match your color.
2. Sit opposite your opponent and position the web so that you're facing your color side (identified by the "Spider Wars" label color).
3. You and your opponent attach your spiders to the web as shown in Figures 3, 4 and 5.

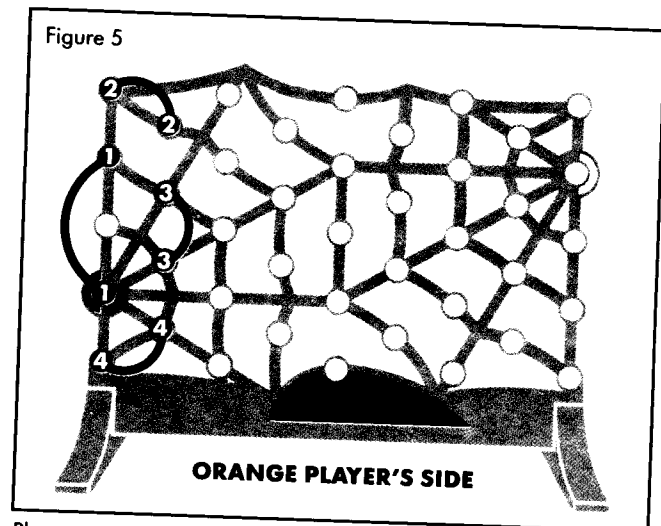


To attach spider to web, just insert each leg's peg into a webhole!

### SPIDER STARTING POSITIONS



Place green spiders in these webholes.



Place orange spiders in these webholes.

DADDY LONGLEGS

SMALL SPIDER

SMALL SPIDER

SMALL SPIDER



DADDY LONGLEGS



SMALL SPIDER



SMALL SPIDER



SMALL SPIDER



## OBJECT

Two ways to win:

- EITHER be the first to knock all of your opponent's spiders off the web;
- OR place 1 leg of any of your spiders into your opponent's nest!

NOTE: Green spiders move only on the Green Player's Side; orange spiders move only on the Orange Player's Side.



## GAME PLAY

1. Choose one player to go first. *Players move only their own color spiders.*
2. THE SPECIAL OPENING MOVE: The first player moves just 1 leg to a nearby webhole and his or her turn is then over.
3. The second player then moves 2 legs. The second player's turn is then over.
4. Both players continue to play, alternating turns and moving 2 legs per turn.

### How To Move Your Spiders On Your Turn:

Spiders are allowed to move in any direction—but only as far as they can reach! Never S-T-R-E-T-C-H your spiders'

legs! A small spider's leg can reach only one webhole away from its other leg. A Daddy Longlegs can reach one or two webholes away from its other leg. Overstretching your spiders could cause damage to spiders.

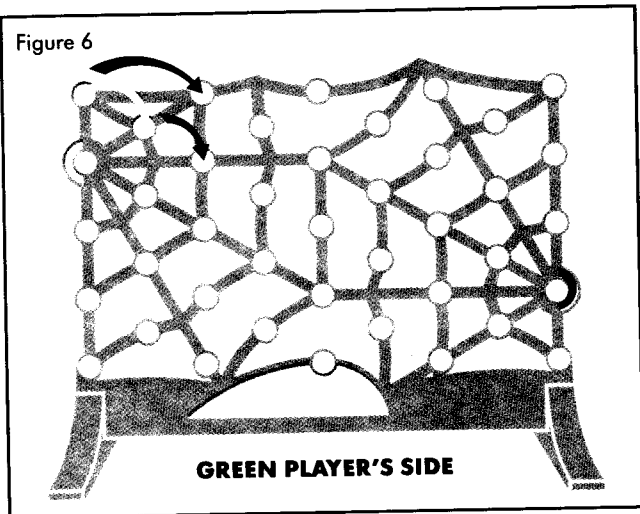
On your turn, decide which 2 legs you want to move:

- You may choose to move both legs of one of your spiders as shown in Figure 6.
- OR you may decide to move 1 leg of one spider and 1 leg of another spider! See Figure 6A.

You CANNOT move the same leg twice during the same turn!

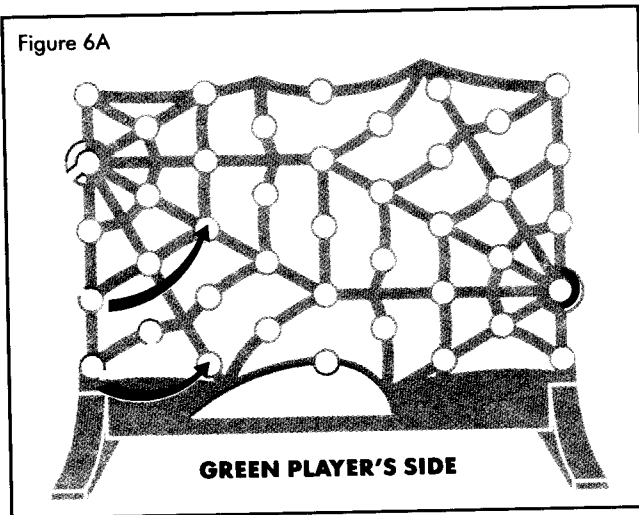
## THE TWO WAYS TO MOVE

Figure 6



The Green Player could move both legs of this small green spider!

Figure 6A



Or the Green Player could move 1 leg of this green Daddy Longlegs and 1 leg of this small green spider!

### Where To Move On A Turn:

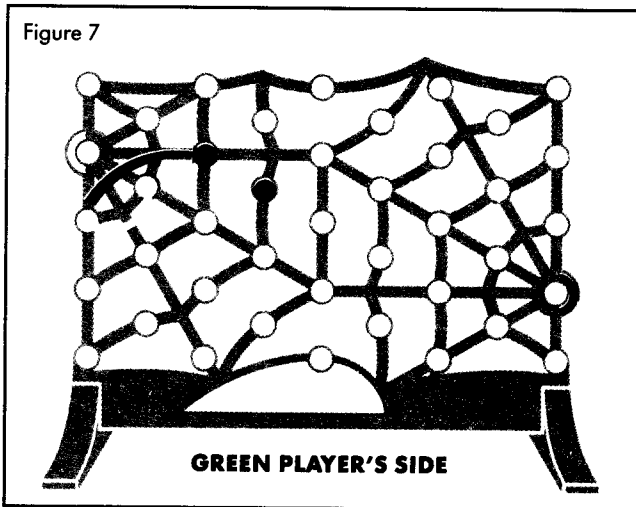
You can move a leg EITHER to a webhole occupied by an opponent's spider OR to an unoccupied webhole.

**Creating A Dangler:** On your turn, if you move 1 leg into one of the webholes occupied by an opponent's spider, you'll make your opponent's spider a Dangler by pushing one of its legs off the web! See Figures 7 and 7A.

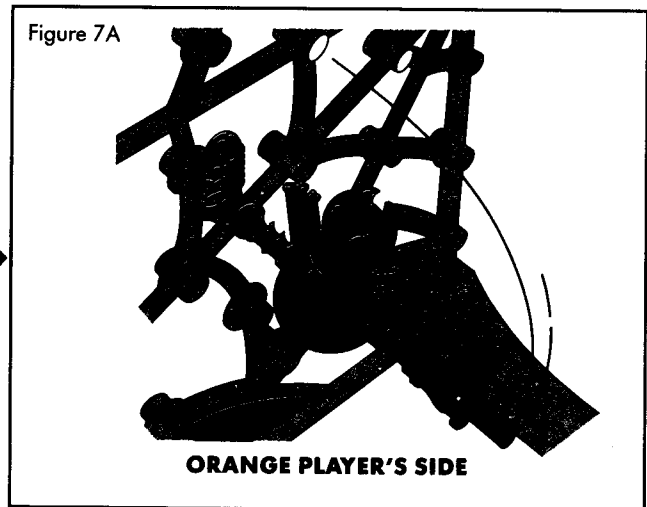
**Knocking Out An Opponent's Spider:** If you move 1 leg into the webhole of an opponent's Dangler, you will knock your opponent's Dangler off the web and out of the game! See Figures 8 and 8A.

NOTE: If you're lucky, you could create a Dangler with your 1st leg move and then knock out the spider with your 2nd leg move—all on the same turn!

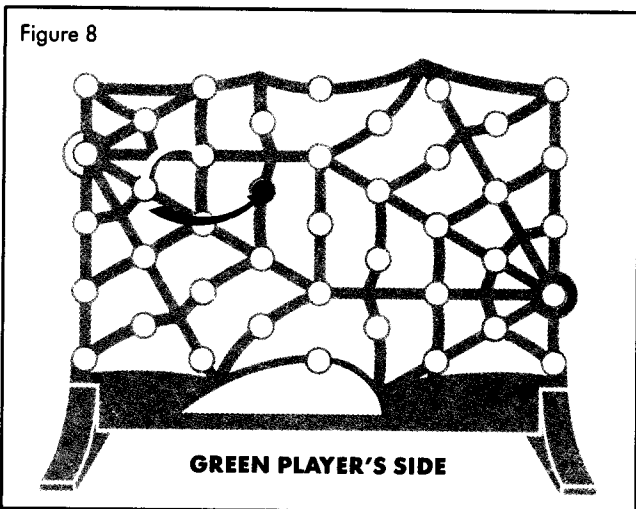
### HOW TO KNOCK OUT A SPIDER



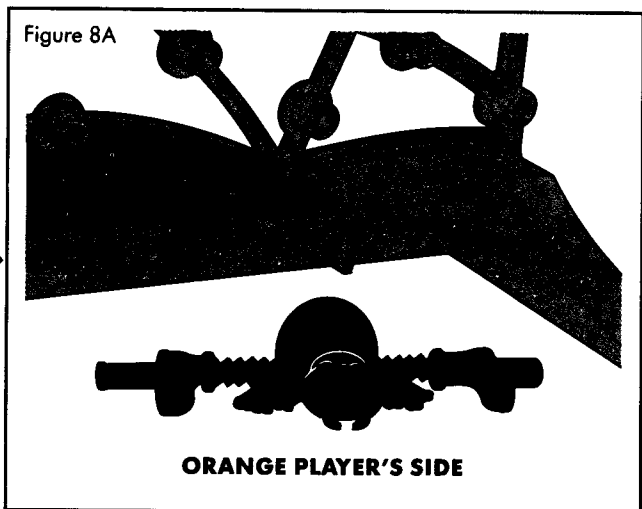
**The Move:** The green spider attacks an orange spider! Green places 1 of its legs into an orange-occupied webhole!



**The Result:** The orange spider's leg is pushed out! It's a Dangler!



**The Move:** The green spider finishes the attack! Green places its other leg into the orange Dangler's remaining webhole!



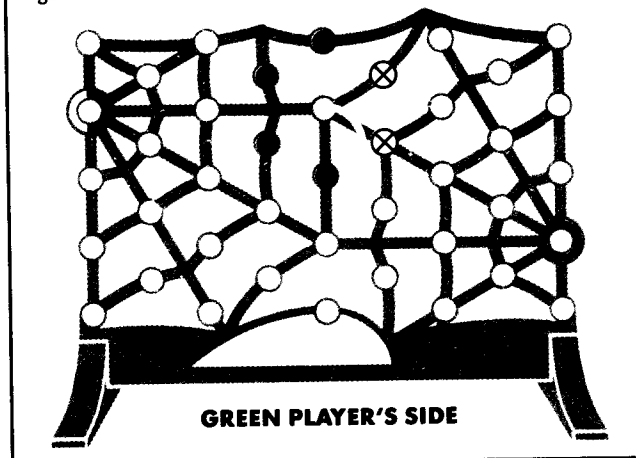
**The Result:** The orange spider falls to the ground! It's a Knockout!

**Replanting a Dangler's Leg:** On your turn, if one of your spiders is a Dangler, you may replant that Dangler's leg in a webhole to try and prevent it from being knocked out by your opponent.

**IMPORTANT:** Replanting 1 Dangler's leg uses up your complete turn!

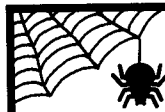
To replant, always move the dangling leg to an UN-OCCUPIED webhole. Do NOT advance towards your opponent's nest as you replant. You can replant your dangling leg above or below your Dangler's other leg—or back towards your nest—but NEVER towards your opponent's nest. See Figure 9.

Figure 9



This small green Dangler can only replant its dangling leg in one of the purple webholes! It cannot move to either of the crossed-out webholes because that would move it closer to the opponent's nest! All other webholes are out of its reach.

LEGAL MOVES ●      ILLEGAL MOVES ⊗



## WINNING THE GAME

To win the game, you must be the first to EITHER knock all of your opponent's spiders off the web OR place 1 leg of any of your spiders into your opponent's nest!

