

Web of Flies

A board game for 2 to 4 players by **Stephen Tavener**

Web of Flies is an abstract strategy game played on a hexagonal web, in which each player controls a team of spiders (represented by spider-shaped pieces with 1 to 8 legs each). There are also some neutral flies scattered around the web.

Each turn, a player must make a capture by moving one of their spiders onto an enemy piece (or a fly). Spiders can move over friendly spiders and empty spaces; however, they may not pass over enemy spiders.

The game ends when only player has 8-legged spiders remaining, or neither player can move, at which point the player with most 8-legged spiders remaining is the winner; in the rare case of a tie, you look at the 7-legged spiders, and so on down.

COMPONENTS

Basic game (2 players): Board, 16 red spiders, 16 green spiders, 5 flies and carrying case.

SETUP

These rules assume as 2-player game. For 3 and 4 player rules, go to the end of the rules.

Each player gets 16 spiders of the same colour; two each with 1 leg, two each with 2 legs, and so on up to 8 legs. Spiders with just 1 leg are very weak; spiders with 8 legs are the meanest, toughest spiders around. In addition, there are 5 rather nervous-looking flies.

Choose a start player. All the pieces (32 spiders and 5 flies) should be mixed, and randomly placed on the board.

To offset the starting advantage, the second player may now swap two of their pieces.

PLAY

Each turn, the active player must make a capture by moving one of their spiders onto either (a) a fly, or (b) an enemy piece.

Movement:

- Spiders move any distance, in a straight line.
- A spider may move over any number of empty spaces and/or friendly pieces, in any combination.
- A spider may NOT move over enemy pieces or flies.

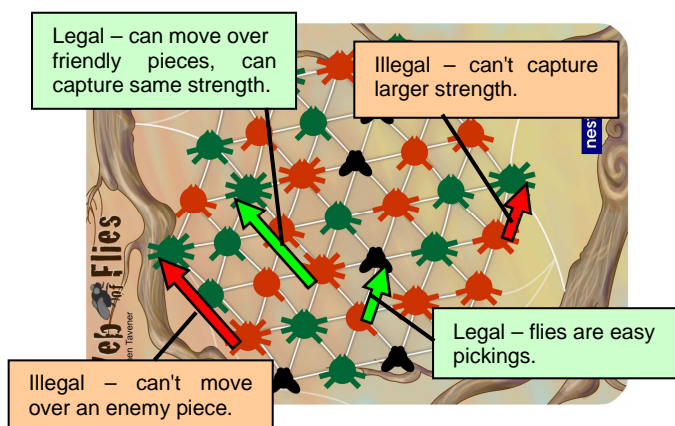
Capture:

A spider must end its move on either (a) any fly, or (b) an enemy spider with an equal or lower number. The fly/enemy piece is eaten (captured) and removed from the board.

Passing:

Capture is compulsory if possible. However, if no capture is possible, the player must pass. These spiders are too lazy to move unless there is a meal on offer!

A player who passes is not out of the game, and may subsequently be able to move again.

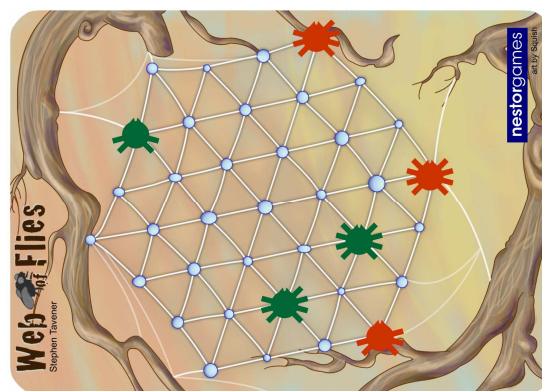


GAME END & WINNER

The game can end in one of two ways, either:

- all players pass, or
- only one player has 8-legged spiders left on the board.

The winner is the player with the most 8-legged spiders remaining on the board. In the case of a tie, the player with most 7s wins; and so on down.



Drawing: End of game (no more moves for either side). Both players have one 8, one 7, and no 6s. Red wins because he has more 5s than his opponent.

EXPANSION (3-4 players)

The expansion contains 8 orange spiders, 8 yellow spiders, 8 flies and 5 large dewdrops.

4-player games

In a 4-player game, each player gets one set of 8 spiders with 1 to 8 legs; after the random set-up, players 2, 3, and 4 (in that order) get to swap any two of their pieces.

3-player games

Each player gets one set of 8 spiders with 1 to 8 legs; 13 flies are used instead of 5. After the random set-up, players 2 and 3 (in that order) get to swap any two of their pieces.

Large dewdrops

The large dewdrops permanently block a space, and cannot be travelled over or eaten. They can either replace the flies (setup), or players can use a mix of large dewdrops and flies.