

ARACHNO

ev



RULEBOOK

INTRODUCTION

Welcome to the fight for arachnid survival. The lives of arachnids are never easy, and surviving is always part of a complex and never ending game of hunting, eating, growing, evolving and learning.

In Arachno Evo you will step into the shoes of a Spider from one of these four different species - Black Widows, Tarantulas, Jumping Spiders, or Spiny Orbweavers, and will be competing with the other spiders to be the fittest at the end of the game - ensuring the continuation of your species.

Hunting, gathering resources, stealing other spiders' egg sacs, gathering knowledge and undergoing mutations will be the keys to survival. But, don't forget to ensure that some of your offspring comes to life to perpetuate your evolved traits and rule the arachnid realm. Each spider species will compete to collect protein, dna strands, new knowledge, new tools, silk and steal other spiders offspring. Every piece of scrap you collect may be the little advantage that will get you one step closer to domination.

Arachno Evo is a tableau and engine building, tile and set collection competitive game for 1 to 4 players that is played in rounds with five phases each:

- In the **PRODUCTION** phase you will be running your engine to generate resources based upon your current knowledge base (the engine is built on your tableau).
- The second phase is the **RESOURCES COLLECTION** phase during which you will collect additional resources (tiles) that got caught in the central spider web that undergoing constant change while you and your competitors try to control the best sectors of the web.
- Then get into the **KNOWLEDGE GATHERING** phase when you will invest your generated and collected resources into learning new abilities and adding them to your tableau - at the same time, you will be trying to breed your offspring.
- **ELIMINATING FUTURE COMPETITION** is the fourth and the cruelest phase of the round, it is during this phase that you will steal other spiders' egg sacs and make sure future competition to your offspring is kept to a minimum. Stolen egg sacs may be put to use in two different manners, as protein ingestion for you to open new spaces in your knowledge base (your tableau) or as war trophies added to your set collection.
- The fifth phase is **MAINTENANCE**, during which you will discard any resources collected from the web (tiles) that won't fit in your limited inventory, replenish items and refresh exhausted elements of your tableau.

CREDITS

Original Game Concept, Design, Rulebook: Alexandre da Cunha Serpa

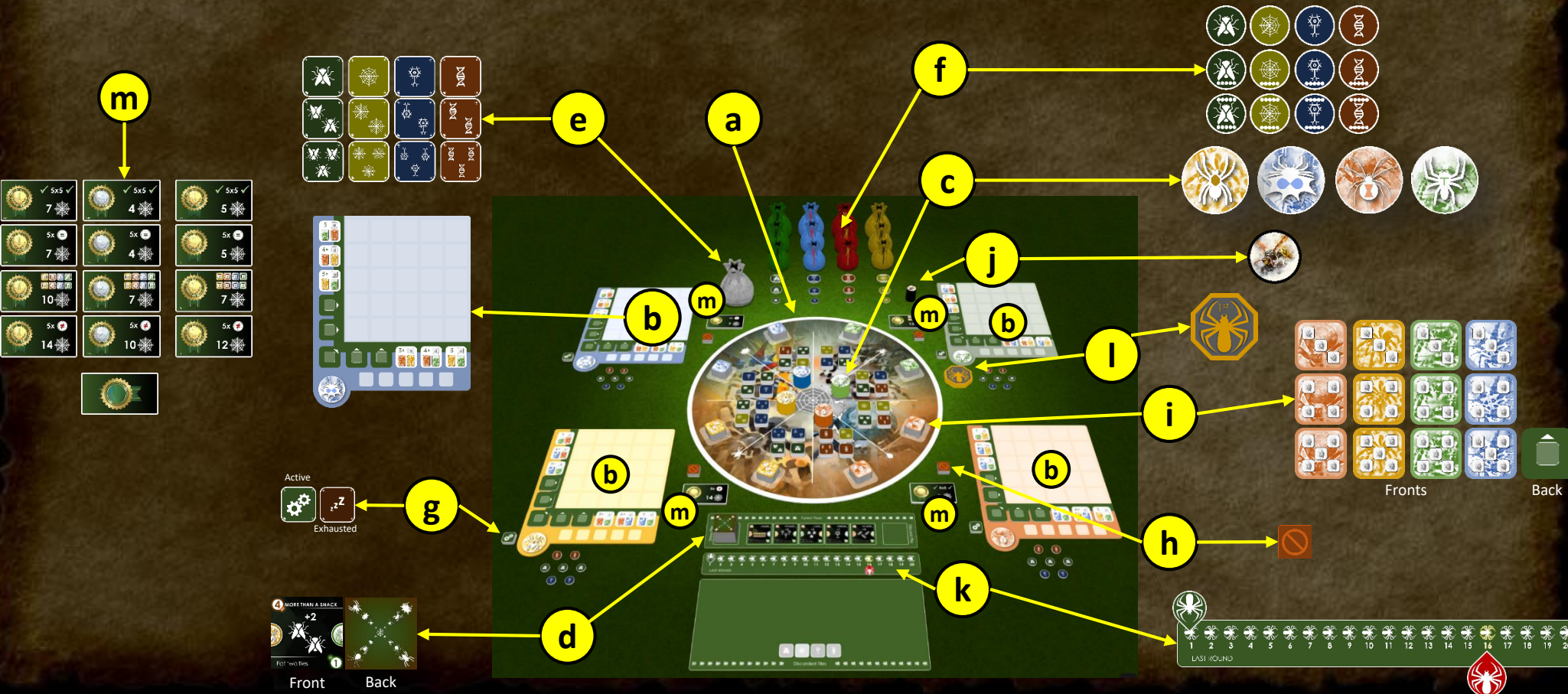
Art and Design: Alexandre da Cunha Serpa and Dall-E

Game cover spider original image: <https://pixabay.com/photos/spider-bouncing-web-salticidae-4449407/> by: <https://pixabay.com/users/lernestorod-5382836/>

Game logo spider icon: <https://webiconspng.com/icon/66869>

COMPONENTS

- a. One main board representing a communal spider web divided into 4 quadrants and 8 sectors - each quadrant belongs to one species
- b. 4 player mats - 1 per spider species
- c. 4 spider pawns - 1 per spider species
- d. 172 forest floor cards
- e. 96 resources tiles - representing each of the four resource types (Protein/ flies, Neurons, DNA Strands, Webs/ VPs) in denominations of 1, 2 or 3 resources
- f. Resources chits - 80 Protein/ flies, 80 Neurons, 80 DNA Strands, 300 Webs/ VPs (resources are unlimited, if you run out of chits use any substitute) in denominations of 1, 5 and 10 resources
- g. 12 active/ exhausted tiles – 3 per spider species
- h. 20 'consumed' chits – 1 for each of the single-use cards
- i. 80 egg sac tiles - each species will have 20 egg sac tiles, in the following face value denomination and distribution: 5, 5, 5, 4, 4, 4, 3, 3, 3, 3
- j. 10 wasp chits – to identify immobile spiders
- k. Round tracker and two chits to track final (red) and current (green) rounds
- l. 1 1st Spider token
- m. 12 BEAT THEM ALL module objective cards – 4 for 2-player games and 8 for 3/4-player games
- n. Turn Reference/ Player aid cards
- o. End Scoring aid cards
- p. 1 Portia's (AI's) Turn summary
- q. 1 Rulebook

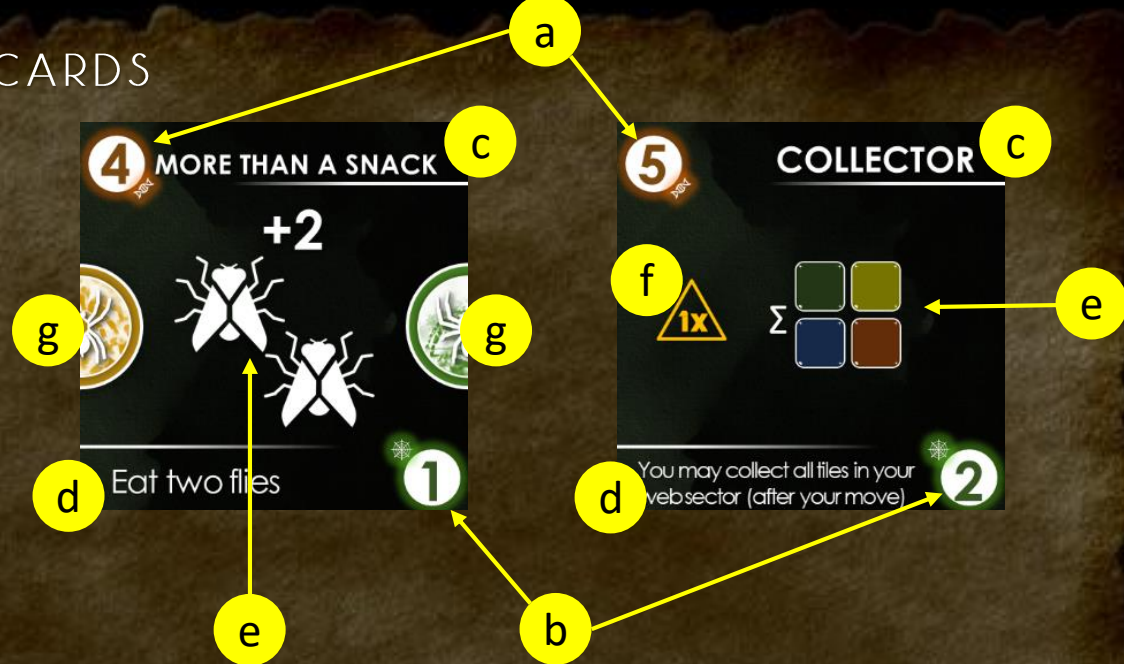


ANATOMY OF THE FOREST FLOOR CARDS

Each forest floor card contains the following elements:

- a. Card cost - DNA Strands
- b. Card VP yield – Cobwebs
- c. Card name
- d. Card flavor text
- e. Iconography summarizing the card ability
- f. Single-use card indicator
- g. Half spider icons – not for all cards

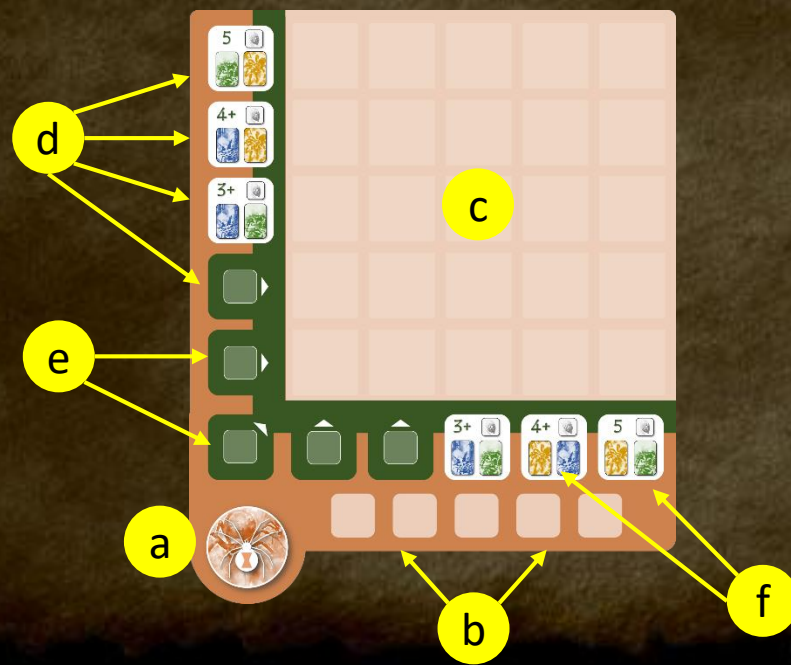
Details for each card can be found at the appendix of this rulebook.



ANATOMY OF THE PLAYER MATS

Each spider species has their own player mat with the following elements:

- a. Icon identifying the player species (matching the player pawn)
- b. 5 tile inventory slots
- c. Tableau grid of 5 rows by 5 columns
- d. 'Key' slots for each row, column and for the main diagonal
 - e. the main diagonal, as well as the first 2 rows and columns start already in the 'open' status (green box with an arrow)
 - f. All other rows and columns are initially 'closed' and show an indication of which 'keys' (egg sacs) are necessary to open them they are indicated by the colored icons for the egg sac species (which is never one of your own species) and the minimum egg sac face value required to open that row or column (3+, 4+ or 5)



ROUNDS AND THEIR 5 PHASES

Each game of Arachno Evo is played in clockwise 16 rounds (or a different number of rounds agreed upon by the player), or, alternatively, until one other game end conditions are met – in which case the current round is completed and a final round is played to allow players to prepare for end game scoring.

In each round all players will play 1 turn comprised of 5 phases that will now be described. **A player can always PASS their turn** – in which case they will:

- Clear any 'exhausted' chits from their tableau
- Forfeit Phases 1 through 4 of their turn (i.e., do NOT perform any of the 4 regular phases) but Phase 5 – Maintenance is still performed and
- **Receive 4 basic resources** – Protein Fly, DNA Strand and Neurons - in any combination of their choice.

I - PRODUCTION PHASE

During the PRODUCTION phase you will select one row, one column or the main diagonal of your tableau that is not already exhausted, place the 'active' token (cogwheels side up) on the selected row, column or diagonal and then you may activate the cards in that row, column or diagonal (all cards activate only if the player so desires). Once activation is completed, the player will flip the 'active' token to its 'exhausted' side (the 'Zzz' snoring side).

Each card will provide you with a different skill that may produce resources (which will be taken from the general supply) or allow you to manipulate the game in some limited manners. Some cards will be single-use and you can decide when you want to activate them. Once you do, you will place a consumed chit on top of the card to indicate it can no longer be used during the game.

Resources that you produce during this phase have no storage limit because they are the result of your own metabolism.

Exhausted rows, columns or diagonal are unavailable until your tableau is refreshed – which will happen when you start the round and all three 'exhausted' tokens are in your tableau – you will then collect the three tokens and start the round with a fully open tableau.



In the example above you are the Blue Spider (the Spiny Orbweaver) and you have already exhausted your columns 1 and 2 (see the 'zzz' exhausted chits) and decides to activate your row number 3, where you place your 'cogwheels' active chit.

Running left to right you will activate any cards you choose to – for this example, all cards are activated yielding you a total of 2 Proteins/ Flies and 6 Neurons – collect the corresponding chits from the general supply and put them in your working area (just below your player mat) along with any already existing resources you may have

Finally, flip the 'active' chit to its 'exhausted' side and proceed with your turn – given you have already used the 3 exhausted chits, at the beginning of your next turn you will be able to remove all the three exhausted chits and choose from any opened row/ column/ diagonal from your tableau

ROUNDS AND THEIR 5 PHASES

2 - RESOURCES COLLECTION PHASE

During the RESOURCES COLLECTION phase you will consume PROTEIN resources (flies) you already own (in the form of resources Tiles or Chits) to move clockwise to a new sector of the spider web.

You consume one protein/ fly to move to the first subsequent web sector, two more to move to the next, three more to move to the next and so on (that means that each step you take will have a higher energy cost for you and those costs will accumulate).

For example: if you want to move 3 sectors ahead of where you are you will spend a total of 6 proteins/ flies (1 for the first movement, 2 more for the second, 3 more for the third). You can also pay with other resources, respecting the following **conversion ratio**: 2:1 - any 2 resources can be used to substitute for 1 resource of the type you don't have

There is no limit to how many sectors you can move, as long as you have the necessary resources. Resources chits used to pay for movements go to the general supply, and resources tiles go to the tiles discard pile.

If you end your movement in a sector already occupied by another spider you will have to pay that spider/ player one resource of your choice - except if the other spider pawn has a wasp chit on it, in which case there is no need to pay anything.

After you finish your movement, you can then collect tiles in your destination web sector according to the following rules:

- You can collect ALL tiles of the same resource type, OR
- You can collect ALL tiles with the same number of icons (regardless of their resource type)

Do not replenish the tiles in the web sector.

The collected tiles will be considered 'working' resources for the remainder of your turn, which means that they do not take up space from your tiles inventory (at the end of your turn - during the maintenance phase - any remaining resource tiles will need to be placed in your inventory, exchanged for resource chits or discarded).

In the unlikely even you don't have the necessary resources to move - you will not be allowed to perform the subsequent phases, a wasp chit will be placed on top of your pawn (the wasp chit will be removed when you move your pawn in the next round) and



In the example above you are the Blue Spider (the Spiny Orbweaver) and you want to move 4 sectors ahead, to land on the same sector where the Red Spider (the Black Widow) is, for that you will need to pay: +1 + 2 + 3 + 4 = 10 Proteins/ Flies in either tiles or chits to move - assuming you have the necessary resources you will then need to pay the Black Widow 1 resource of your choice.

You then decide to acquire all tiles of the same type - DNA Strands - which means you take the three DNA Strands tiles to your working area.

In case you decided to move just three sectors ahead, you would only need to pay: +1 + 2 + 3 = 6 Proteins/ Flies and you would land on a sector that has 1 tiles with 1 cobweb, 1 tile with 2 cobwebs, 1 tiles with three Proteins/ Flies and 1 tile with 3 DNA Strands. You can choose to acquire the 2 tiles with the cobwebs (same resource type) or to acquire the 2 tiles with 3 icons each (one for Protein/ Fly and the one for DNA Strand)

ROUNDS AND THEIR 5 PHASES

3 - KNOWLEDGE GATHERING PHASE

During the KNOWLEDGE GATHERING phase you will be able (but not required) to acquire cards from the face up cards in the forest floor (at the beginning of every player's turn there will always be five face up cards in the forest floor) by paying their depicted cost in DNA Strands. The number of cards you can acquire is always going to be 1 + the number of complete (4 different species') egg sac collections you have.

You can pay with DNA Strands from either tiles or chits – but if you pay with tiles, there is no change returned. You can also pay with other resources, respecting the following **conversion ratio**: 2:1 - any 2 resources can be used to substitute for 1 resource of the type you don't have

The acquired card (or knowledge) must go directly onto your tableau in any free slot for which both row and column have already been 'opened' (refer to the next phase for details on how to open a row or column) – that means that there is no need to place a new card adjacent to another card.

The new card may also be placed on top of an existing card - the covered card will not longer be available for activation, but its VP yield will still be scored during game end scoring (there is no limit on how many cards can be stacked in a single tableau slot).

When placing a new card, pay attention to the half spider offspring icons on the left and right sides of the card, those represent offspring - each completed offspring of your own species will score you 5 VPs, but if you complete offspring of other species, they will score you negative 2 VPs. For the game end scoring only visible complete offspring icons are considered - that is one reason you may want to cover an existing card in future rounds.



In the example to the left you are the Yellow Spider (the Tarnatula) and you are in the Phase 3. You have collected two complete egg sac sets (and just started the third set) that has one egg sac only for now - which means that you can acquire up to 3 forest floor cards (1 as the baseline and 2 additional - one for each complete egg sac set)

At the same time, you only have two 'open' and 'free' tableau slots (refer to the two green checkmarks) because you have only opened 3 rows and 3 columns of your tableau and has already placed 7 cards. Assuming you have the necessary resources to pay for the 3 cards - 2 of them can be placed in the two open slots but the last one will need to be placed on top of/ covering one of the cards that are already placed in the tableau

Given that one of your current cards is a single-use card that has already been 'consumed' (card in row 1 and column 1, which has the consumed chit on it) this is the best slot for you to place your 3rd newly acquired card (just remove the consumer chit and place the new card on top of the current card). Keep in mind that you still score the VPs of the covered cards when calculating the game end scoring, BUT you do not receive or lose any VPs from 'offspring' icons from covered cards (you only consider visible icons when calculating offspring scores)

ROUNDS AND THEIR 5 PHASES

4 - ELIMINATING FUTURE COMPETITION PHASE

During the Eliminating Future Competition phase you may acquire the top egg sac that is in the same web QUADRANT (i.e., either of the two sectors) you currently occupy by paying the egg sac's cost which is the same as its face value paid in Neurons (or any other resources respecting the 2:1 conversion ratio).

You will then need to, immediately, decide where to place the acquired (or eliminated) egg sac:

- As a 'key' to open a new row or column in your tableau - notice that each row or column have a depiction of which two species the egg sac must belong to, and its face value must be equal to or higher than the number of the row or column, OR
- As part of your egg sac collection sets - a set of egg sacs is comprised of egg sacs from each of the four different species (only the species is relevant, the face value plays no role in the set collection). The VP value of each egg sac collection is:

2 VPs per set with only **1 species**

6 VPs per set with **2 species**

12 VPs per set with **3 species**

20 VPs per set with **4 species**



You can acquire the top egg sac from either of the two piles in the same quadrante where you are



In the example above you are the Blue Spider (the Spiny Orbweaver) and after you moved you can then choose to acquire the Red (Black Widow) egg sac of face value 4 (you could have chosen to acquire the top egg sac on either of the 2 egg sac piles in the quadrant in which you are located).

For that you will need to pay 4 Neurons (from either resources chits or resources tiles – remember that you do not receive change for resources tiles that contain more resources than necessary)

This Red egg sac can be used to either open a 3+ or a 4+ row or column in your tableau OR to become part of an egg sac set collection – it is up to you to choose, but once you choose, you can't change its placement

You select to use this newly acquired egg sac to open your column #4 which can be opened with either a Red or a Green egg sac of face value 4 or more (see your tableau status on the left image)



Egg sac set collections can be rearranged at any time during the game, to ensure the player will score the most VPs)

ROUNDS AND THEIR 5 PHASES

5 - MAINTENANCE PHASE

In the MAINTENANCE (or Clean Up) phase you (the active player) will:

- Discard the rightmost forest floor card, slide all face up cards to the right, and replace any empty spaces with new cards from the forest floor cards draw pile (that means that at each player's turn, at least one card of the forest floor will be removed from the face up row).
 - In case there are no more cards available in the draw pile, shuffle all cards in the discard pile to make a new draw pile
- Check if there are 4 web sectors that have no resource tiles left (i.e. are fully empty of tiles), then draw new tiles and complete those empty sectors only with 4 tiles each (do not complete any other sectors that have less than 4 tiles but have at least 1 tile left)
 - if there are no more tiles to draw, shuffle the tiles from the tiles discard area in the forest floor
- Choose between:
 - Discarding any resource tile (not resource chits) that exceeds 5 tiles - which is the max capacity of your inventory (you can discard any of the tiles you have in your inventory or working area, it is fully your choice) OR
 - Paying any 3 resources (from either resource tiles or chits) to convert all tiles from one single resource type to chits of that same resource

Check if this is the last player's turn of the last round (as per the pre-agreed number of turns), in which case proceed to game end scoring.

Alternatively, and as per an agreement between the players, you could end the game when one of the following end game conditions is met:

- Any player has 20 visible cards on their tableau, OR
- 4 web sectors have no more egg sacs available, OR
- Define your own 'house game end condition'

In case the game end is triggered by anything other than the number of rounds, finish the current round, play an additional full round and then proceed to game end scoring

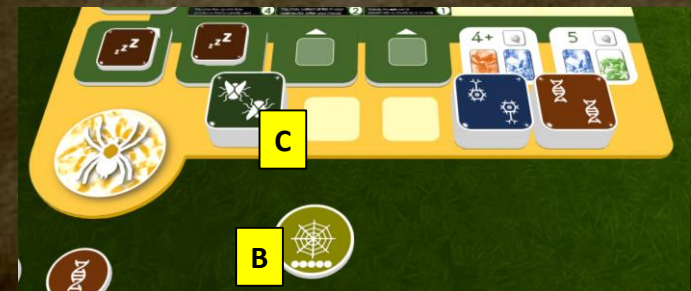
PHASE 5 IS PERFORMED EVEN IF THE ACTIVE PLAYER HAS PASSED



Discard the right-most card (More than a snack), then slide all cards left (Treasure Chest, and Jumper) to the right, then refill the forest floor with cards from the draw pile



In the example above, when the Yellow Player turn ends they have 7 resource tiles left which means they are 'over' their 5-tile inventory limit - instead of simply discarding and wasting resource tiles, they decide to A - pay 3 resources (they will pay with the left most tile in their inventory, which contains 3 proteins/flies) to B - convert all Cobweb/ VP tiles to chits, and C - rearrange their inventory which will get the Yellow player to the new situation as per the image below



GAME END SCORING

Each player will score the following:

- ✓ 5 VPs per complete offspring icon of your own species in your tableau (only complete icons that are visible are considered)
- ✓ Minus 2 VPs per complete offspring icon of other species in your tableau (only complete icons that are visible are considered)
- ✓ VPs equal to the sum of the face values of the egg sacs used to open rows and columns (Regardless of those row or columns having cards or not)
- ✓ VPs equal to the sum of the VP value of all cards in the player's tableau (both visible and covered cards count)
- ✓ 1 VP for every 2 resources left in the player's inventory (rounded down) considering both resource tiles and resource chits
- ✓ VPs for each egg sac collection set considering different egg sacs per set (from 1 to 4 different species, scoring 2, 6, 12 or 20 VPs per set)
- ✓ VPs for each completed objective if playing with the BEAT'EM ALL module

The player with the highest VP total is considered the fittest and will evolve their species to be considered the winner!
Ties will be broken in favor of the player with the highest number of complete offspring of the player's own species.
If ties still persist, victory is shared and a fiercer battle will be inevitable in a future game.

BEAT'EM ALL MODULE


After you have played some games and feels you are ready for some additional challenges, play with the Beat'Em All module which adds 4 game objectives that will score additional VPs when a player completes an objective (for a 1/2-player game only the first player to complete the objectives will receive VPs, for a 3/4-player game both the first and second players to complete the objectives will score additional VPs). The 4 objectives are:

Open both the 5 rows AND the 5 columns of your tableau (**do not use for solo**)
(there is no need for cards to be added to the rows / columns)

Have 5 complete offspring icons for your own species

Have 5 complete offspring icons for other species (not your own)

Complete 2 full collections of egg sacs (each with the four different colors)

	3/4-player game		2 player game
	1st	2nd	1st
Open both the 5 rows AND the 5 columns of your tableau (do not use for solo) <i>(there is no need for cards to be added to the rows / columns)</i>	 ✓ 5x5 ✓ 7	 ✓ 5x5 ✓ 4	 ✓ 5x5 ✓ 5
Have 5 complete offspring icons for your own species	 5x 7	 5x 4	 5x 5
Have 5 complete offspring icons for other species (not your own)	 5x 14	 5x 10	 5x 12
Complete 2 full collections of egg sacs (each with the four different colors)	 10	 7	 7

SETUP

- a. Place the main board AT the center of the table
- b. Shuffle the forest floor cards and place them face down by the main board - this is the draw pile. Draw 5 cards and place them in the forest floor below the main board
- c. Shuffle the Resources Tiles and randomly place 4 tiles in each of the 8 web sectors in the main board
- d. Place 10 egg sacs randomly in each web sector
- e. Place all resources, consumed and wasp chits in the table to create the general supply
- f. Place the green round marker on the Round 1 slot, place the red round marker on Round 16 slot (or any other pre-agreed number of rounds)
- g. Each player select a spider species and receives the following items:
 - ✓ the species player mat
 - ✓ the species pawn
 - ✓ 3 active/ exhausted tokens
 - ✓ 7 Protein/ Flies, 5 Neurons, 5 DNA Strands
- h. Each player place their pawn in any of the two spider sectors in their species quadrant of the spider web (main board)
- i. Select the first player (as a suggestion the Jumping Spider is the starting player) and give them the 1st Spider token
- j. The first player deals piles of 3 cards from the forest floor cards draw pile in a number of piles equal to the number of players + 2
- k. Going from the last to first player, each player will select one of the 3-card piles as their starting cards (the 6 remaining cards are discarded)
- l. The players then arrange their starting cards in any manner they desire on the four 'open' slots in their tableau (rows 1 and 2, intersecting with columns 1 and 2)

Start the game – rounds are played clockwise



SOLO MODE

In the solo mode you will be playing a 2-player game against an Automa opponent called **Portia** who will compete against you for the most VPs – Portia is always the first player. You only win the game if you score more VPs than Portia, ties are always in Portia's favor.

For the setup of the solo mode follow a regular game setup for a 2 player game with the following changes:

- a. Select any species for Portia to play with and give her the relevant components (except for the active/ exhausted chits)
- b. From the 4 piles of starting cards, select one for you and one for Portia, discard the other 6 cards
- c. Arrange Portia's cards from left to right in the same order they were drawn, starting on the bottom most row (row #1) of her tableau (future cards will be added to her tableau from left to right - 5 cards per row, then start a new row above the completed row)

PORTIA'S ROUND / PHASES / SCORING

Portia will consider all basic resources (Protein/ Fly, Neuron, DNA Strand) to be wild resources and will use them interchangeably.

PRODUCTION Phase - Count the number of cards on Portia's tableau, Portia then receives 1 resource chit per card. Portia also receives 2 Cobweb/VP chits for every 5 cards (rounded down) she has (i.e., no VPs until she has at least 5 cards)

RESOURCE COLLECTION Phase - Portia will move the fewest sectors she is able to considering the following restrictions:

- Portia will never end her movement in the same sector as the human player
- Portia will never end her movement in a sector that has no tiles to be collected

Portia pays for her movements the same way a human player does (+1, +2, +3 ...)

In the unlikely event she can't fully pay for a legal move she will pay all she can and then move cost-free a number of sectors to place her on a valid sector

Portia then collects the tiles in the destination sector considering the same rules as the human player (all tiles of the same resource type, or all tiles with the same number of icons regardless of the resource type) according to this requirement:

- Collect the tiles set that yields her the most total resource icons - irrespective of which resource that yields her (in case of ties, you choose the resource she gets)

Portia does not store tiles, thus once she collects the tiles from the main board she already converts all tiles to chits and place the chits in her working area

KNOWLEDE GATHERING Phase - Portia will always acquire the cards that yields her the most VPs at the end of the game – in case of ties, always select the card closest to the discard pile first. Place the card on her tableau (bottom to top, left to right) – Portia is not limited to five rows of cards, she can open new rows outside of her player mat, but for row scoring purposes she is limited to 5 rows (or 25 VPs) – during Portia's round, always acquire and place cards in order, given this is relevant for the allocation of the cards on her tableau – which may lead to the completion of offspring icons

ELIMINATING FUTURE COMPETITION Phase - Portia will always try and acquire the egg sac from the sector where she is, if she can't then acquire the egg sac from the other sector in the same quadrant - if no egg sac is available, Portia does not collect an egg sac and gains 2 VP chits instead. All egg sacs collected by Portia will go to her set collection (Portia never needs to use egg sacs to open rows or columns)

MAINTENANCE Phase - This phase follows the same steps as that of a human player, except the need to discard tiles that exceed the inventory size, given Portia never stores tiles

GAME END SCORING - Portia scores exactly as a human player with one difference: Score for rows and columns: each row in Portia's tableau with at least one card will yield her 5 VPs to a MAX of 25 VPs (5 rows). Egg sacs collections will always be arranged to provide her with the most possible VPs

APPENDIX I - DETAILS FOR FOREST FLOOR CARDS

Qty.	Card Name	Flavor Text	Cost	VP yield	Details for activation of this card
16	JUST A SNACK	Eat one fly	3	2	Receive 1 Protein/ Fly
12	MORE THAN A SNACK	Eat two flies	4	1	Receive 2 Proteins/ Flies
8	A FEAST	Eat three flies	5	0	Receive 3 Proteins/ Flies
16	OBSERVER	Grow a new neuron	3	2	Receive 1 Neuron
12	KEEN OBSERVER	Grow two new neurons	4	1	Receive 2 Neurons
8	STRATEGIST	Grow three new neurons	5	0	Receive 3 Neurons
16	SURVIVOR	Get a new mutation	4	2	Receive 1 DNA Strand
12	FIT SURVIVOR	Get two new mutations	5	1	Receive 2 DNA Strands
8	THE FITTEST	Get three new mutations	5	0	Receive 3 DNA Strands
6	SPEED THIS UP (1X)	You may free up one Row or Column that is currently used	3	4	You may remove the 'exhausted' token from any Row or Column, but not from the diagonal (single use)
8	SPINNER	You may move counterclockwise during this round	5	1	You may move counterclockwise this round
8	JUMPER	You may move one web sector for free this round	4	2	You may move one web sector for free regardless of how many sectors you have already paid to move
6	TREASURE CHEST	My value is at the end	6	7	Has no effect during the activation, only scores VPs at the end of the game
8	CLEANER	Re-draw forest floor cards	2	3	You have to discard the forest floor cards and re-draw a new set of cards
4	DEJA VU	You may repeat any card that activates this round (except Deja Vu, Double Up or single-use cards)	6	2	You may repeat the effect of any other card that activates this round - including any card that has been activated outside of the current row or column due to another card activation effect - except if that card is Double Up or a single use card
4	MERCHANT (1X)	You may acquire any visible egg sac	6	3	You can acquire any visible egg sac from any web sectors - i.e., not only the one in the sector you are, paying its regular cost (single use)
4	PICK AND CHOOSE (1X)	You may activate any other card in your tableau	4	3	You may activate any other card in your tableau, even one that has already activated this round, if the card you choose is a single-use card remember to add a consumed chit to it
4	LOOK ACROSS	You may activate an adjacent card that is perpendicular to this card	4	2	You may activate a card that is perpendicular and adjacent to this card but NOT in same row or column being activated
4	DOUBLE UP	Activate the next card 2x (except Deja Vu, Double Up or single-use cards)	5	1	The next adjacent card in the row or column being activated is activated twice - except if that card is Deja Vu or a single use card
6	COLLECTOR (1X)	You may collect all tiles in your web sector	5	2	You may collect all tiles in your web sector (single use)

APPENDIX 2 - GET TO KNOW THE SPIDERS IN THE GAME



BLACK WIDOW

FAMILY: Latrodectus

AVERAGE LIFE SPAN IN THE WILD: 1 to 3 years

DIET: Carnivore

SIZE: 1.5 inches long; diameter of 0.25 inches

Black widows are notorious spiders identified by the colored, hourglass-shaped mark on their abdomens. Several species answer to the name, and they are found in temperate regions around the world.

Source: <https://www.nationalgeographic.com/animals/invertebrates/facts/black-widow-spiders>
Image: <https://pixabay.com/photos/spider-black-widow-venomous-2282084/>



TARANTULA

FAMILY: Theraphosidae

AVERAGE LIFE SPAN IN THE WILD: Up to 30 years

DIET: Carnivore

SIZE: 4.75 inches long; leg span: up to 11 inches

Tarantulas give some people the creeps because of their large, hairy bodies and legs. But these spiders are harmless to humans (except for a painful bite), and their mild venom is weaker than a typical bee's. Among arachnid enthusiasts, these spiders have become popular pets.

Source: <https://www.nationalgeographic.com/animals/invertebrates/facts/tarantulas>
Image: <https://pixabay.com/photos/tarantula-brachypelma-klaasi-62870/>



SPINY ORBWEAVERS

FAMILY: Gasteracantha

AVERAGE LIFE SPAN IN THE WILD: up to 12 months

DIET: Carnivore

SIZE: 1 to 1.5 inches long

Source: <https://a-z-animals.com/animals/orb-weaver/>
<https://pixabay.com/photos/spiny-orbweaver-spider-arachnid-6661038/>



JUMPING SPIDER

FAMILY: Salticidae

AVERAGE LIFE SPAN IN THE WILD: up to 2 years

DIET: Carnivore

SIZE: 0.2 to 1 inches long

Source: <https://a-z-animals.com/animals/jumping-spider/>
<https://pixabay.com/photos/leaf-spider-zebra-spider-5634673/>

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