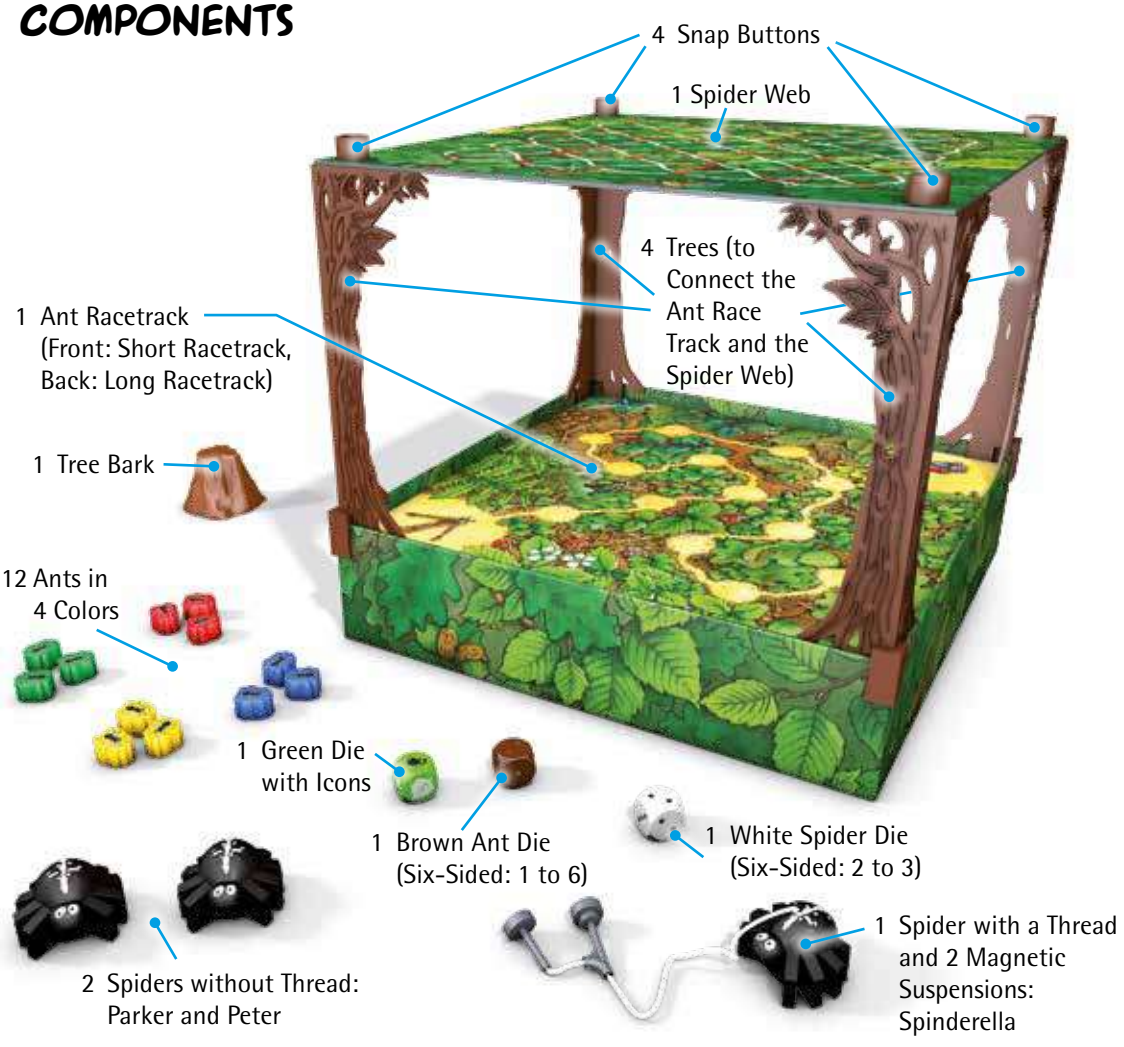
Spinderella

BY ROBERTO FRAGA

"It's positively spiderific to have a sister!" That is something the two spider brothers Parker and Peter can agree on any day. After all, their sister Spinderella is still light enough that the two can rope her down using a single thread of spider silk. Spinderella herself loves this, too. It is her favorite thing in the world to look down on the forest's main ant road and to give the little guys below the occasional fright. "Gotcha! He he!" – and she has caught another ant, only to return it to where it came from. What Spinderella and her brothers do not know though is that today is the day of the great international ant marathon. Then again, they would not care which bug team of three takes the gold anyway. Parker, Peter, and Spinderella just want to play…

COMPONENTS



GOAL

Get your ants safely to the finish. Use the spiders to interrupt the "cutie-crawlies" of the other players.

SETUP



1) Place the ant racetrack on top of the empty inlay inside the bottom half of the box. Choose whether you would like to use the shorter or the longer ant racetrack.



2) Place an upright tree in each corner of the box bottom. The base of each of the trees fits tightly over the cardboard edge.

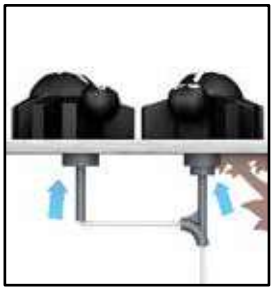




3) Place the spider web on top of the trees. Make sure that you can see the web from above, i.e. that you place it right-side up. Hold the spider web in its place with the help of the snap buttons.



4) Place Parker and Peter, the two spiders without a thread, close to each other onto the spider web.



5) Have the two magnets of Spinderella, the third spider, connect from below the web with those of Parker and Peter. If you do this right, the two spider brothers can now move around on top of the web and pull their sister below the web up as well as lower her down.



6) Now, pull Parker and Peter apart without lifting them up. Make sure that each of them is sitting on a red dot, **exactly two dots apart from each other.**



7) For each player, place three ants of one color onto start (the space with an arrow).



8) Place the tree bark on any space of the ant racetrack.

9) Put the three dice next to the game board, within easy reach of all players.



GAME

Whoever likes spiders the most begins the game. Then, take turns playing in clockwise order.

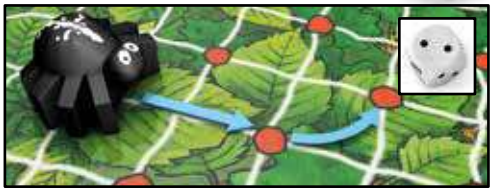
ROLL THE DICE AND MOVE

If it is your turn, roll all three dice:



You have **rolled a spider** with the **green** die? Move the spiders!
You can split the movement points any way you like between Parker and Peter.

THIS IS HOW YOU MOVE THE SPIDERS:
The white spider die tells you how far you move the spiders along the web's lines. Only the red dots count as movement! **Do not move back and forth** along the same line but feel free to "take a turn" wherever the web's lines join.



How the spiders catch ants will be covered a little later, in its own paragraph (Spinderella Catches an Ant).

CAREFUL:
There must never be more than **two empty red dots** (shortest route) **between Parker and Peter.** (If you forget about this rule, the magnets may very well lose connection to each other and poor Spinderella will probably tumble down onto the ant racetrack. Go ahead, give it a try before starting to play!)





You have **rolled an ant** with the **green** die? Move **one** of your own ants!

THIS IS HOW YOU MOVE AN ANT:
Pick any one of your ants. The **brown ant die** tells you how many spaces you move this ant towards the finish (the space with the berries).



- You can move your ant over other ants as well as over the tree bark.
- If you move an ant that has other ants on top of it (your own or other players'), your ant carries those ants around, i.e. it gives them a **piggyback ride.** Any number of ants can be on top of each other.
- If your ant stops on an occupied space, simply **place it on top of all ants that are already there or on top of the tree bark.**
  - If there already is an ant on top of the tree bark, place your ant on top of it.
  - There must **never** be **more than two ants on top of the tree bark** though. (You cannot move an ant that would have to stop on top of the tree bark, if there are already two ants on top of it.)
- You cannot move an ant that is **underneath the tree bark.**
- If you have no ant that you can legally move, you have to sit out for a turn. Not to worry though, that is a very rare case.
- **You do not need to roll precisely the required number in order to move an ant into the finish.** As an exception, in this case you can ignore additional movement points. **Usually you have to move your ant** precisely as many spaces forward **as the brown ant die tells you to.**



You have **rolled a leaf** with the green die? **Place the tree bark** on a new space and also **either** move the spiders or one of your own ants!

THIS IS HOW YOU PLACE THE TREE BARK:
If possible, place the tree bark on a space that has **one or two ants** already on it. Only place it on an empty space, if there absolutely are no (new) spaces with one or two ants on them whatsoever. In addition to placing the tree bark on a new space you move **either** the spiders **or** an ant just as described above.



- It is your choice whether you place the tree bark **before or after** you move the spiders or an ant. You can use this opportunity to free one of your ants from the tree bark and then immediately move this ant. You have to place the tree bark on a **new space.**
- There may only be space for **two ants or less** underneath the tree bark. Never place the tree bark on top of three or more ants.
- If you place the tree bark and there are ants on top of it (your own or other players'), they **ride the tree bark.**

SPINDERELLA CATCHES AN ANT

Whenever you manage to lower Spinderella directly onto an ant, she catches that ant. Be careful though! If you accidentally lower Spinderella onto one of your own ants, she catches it, too.

If there are a couple of ants sitting on top of each other, Spinderella (automatically) **only catches the topmost one of them.** That is as much weight as our fearless spider girl can carry!

- Spinderella can also catch an ant that stops directly underneath her. Place the ant on the space underneath Spinderella and wait to see whether she attracts it (magnetically) or not.
- Spinderella **cannot catch** an ant **while the ant is only moving through** and not stopping directly underneath her.

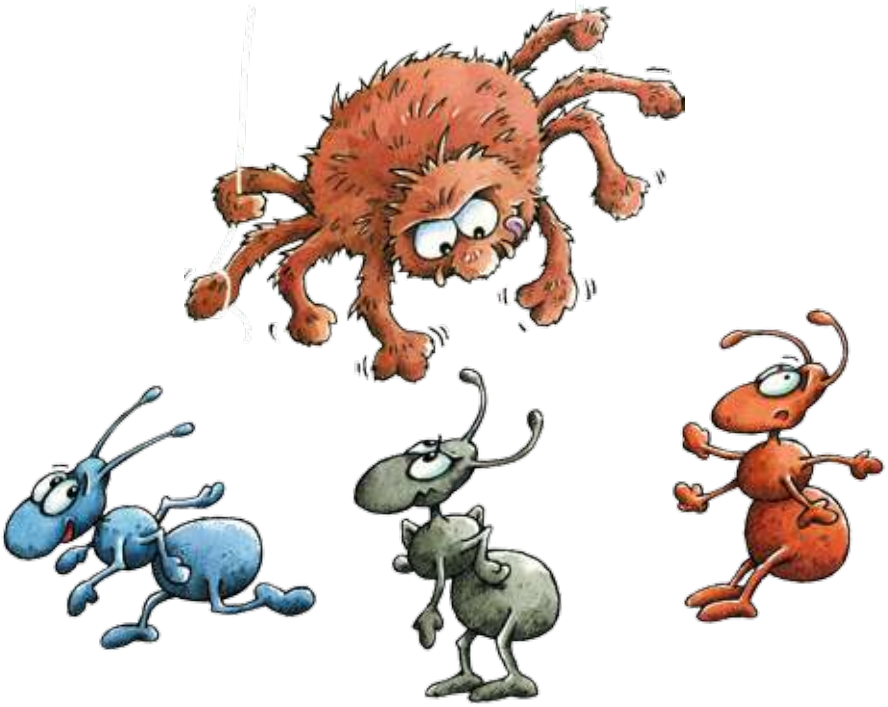


Have you and Spinderella caught an ant? Great!

- If you have caught the **ant of another player,** you get a reward: Move one of your own ants. The brown ant die tells you how many spaces you move your ant. (If you have no ant that you can legally move, you do not get a reward.)
- If you have caught one of **your own ants,** you do not get a reward.
- Return the ant you caught to the start.
- Now, pull Parker and Peter apart again, much like you did when you set the game up. This time, only move one of the two though. Make sure that each of them is sitting on a red dot, exactly **two dots apart from each other.**

END

The game ends when the third ant of the same color reaches the finish. If these are your three ants, you win! If your third ant reaches the finish at the same time as the third ant of another player (through a piggyback ride), you share the victory.



Author: Roberto Fraga
Illustration: Doris Matthäus

Art.Nr.: 60 110 5077

©2015 Zoch Verlag
Brienner Str. 54a
80333 München
www.zoch-verlag.com
www.facebook.com/zochspiele
www.twitter.com/Zoch_Spiele