

## Ahh Spiders

Ahh spiders consists of three animals: human, spider, and fly. The board starts with one human at one side of the board, one spider on the other side of the board, and five flies down the center of the board, each to be added in turn by each player. Each player also has 5 obstacles that they can place in the light center area of the board that only their player can access. A coin is flipped to select who will be the human and who will be the spider. The goal of the human is to kill all of the flies on the board. The goal of the spider is to eat all of the flies on the board. The mechanics of each of the spider, the fly, and the human are as follows.

- Human
  - Player rolls a die to determine the number of spaces they are allowed to move
  - Once a space on the board adjacent to the position of a fly is occupied, the human has a 50/50 chance to kill the fly dictated by the roll of a die
    - A roll of a splat kills the fly
    - A roll of then
  - If contact is made with the spider, the human has a chance to kill the spider
    - If the human can roll a 6 while adjacent to the spider, the human wins board 1.
    - If the human attempts the roll but gets anything other than a 6, the human must stay in its current position for the next 3 turns.
  - Certain designated zones are specified on the board that only the human can travel over
- Spider
  - Player rolls a die to determine the number of spaces they are allowed to move
  - The spider can only catch flies using webs it has created
    - To build a web in a spot on the board, the spider must spend a turn stationary in that spot
    - A fly must land on a web for it to be caught
    - The spider must return to the web to eat a fly that it has caught
  - Certain designated zones are specified on the board that only the spider and the fly may travel over
    - Tables, chairs, couches, beds
- Fly
  - The flies are not controlled by any character but instead roam around the board at random
  - Each player chooses a fly to move during their turn and uses the electronic spin wheel to dictate where the fly moves next
  - The fly should end its movement facing the direction that it has moved in
  - If a fly hits the border of the board, it will rotate clockwise until it has open space to move to

The human player keeps each fly piece that it has killed. The spider player keeps each fly piece that it has eaten. Once no more flies remain, the player with the most flies wins.

### **Optional modified forms**

#### *Swarm*

Start the game with the same number of flies, but every time a fly lands adjacent to another fly, a third fly is produced and placed between the flies.

#### *AHH SPIDERS!*

Start with two spiders on the board that may produce using the same mechanism as the flies in *Swarm*, but allow the human the chance to kill any spiders using the same mechanisms it uses to kill the flies in the original rendition.