SPIDER-WEB

In Spider-Web, you and your teammates compete against the opposing team to see who can capture the most characters from Spider-Man's gallery of villains and allies. Each game is played over 16 rounds, in which players drop cards onto the table. In general, the fastest character in the round captures all the others, scoring points for the team that put him or her in play. But most cards have special powers and victory conditions that create intriguing situations and require planning and cooperation from the members of each team.

2, 4 ou 6   14+   30 MIN

Components

104 cards

96 Character Cards, divided into 6 equal decks of 16 cards.

6 Character player aid cards

1 Docks card   1 First Player Card

Objective

Finish the match as the team that captured the most Character cards in confrontations involving Heroes and Villains on the streets of New York.

Preparation

Spider-Web games are played by two teams of 1, 2 or 3 players. The members of each team sit alternately around the table.
Each player:

- Form your personal deck (shopping pile) by sorting and shuffling the 16 Character cards. Place it in front of you, face down.

- When you buy 3 cards from your personal deck, without revealing them. This is your starting hand. (For 2-player games, see the special rules below.

Place the Dockside Card in the center of the table. It will receive the Characters that are discarded during the game. The cards sent to the Docks should always be face up, visible and accessible to all players. The rest of the table, with the exception of the personal decks, now represents "New York" (as can be seen in the image below).
The player who has most recently seen a Spider-Man movie or read a Spider-Man comic book gets the First Player card.
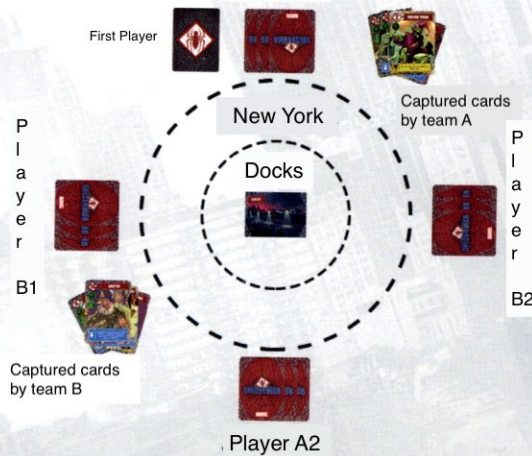
* Neste jogo, assim como sugere o Dicionário Houaiss e é padrão em vários jornais e editoras brasileiras, optamos pela grafia Nova York, e não Nova Iorque.

Game Progression

These are the rules for matches with 4 or 6 players. For teams consisting of only one person, read the alternative rules in "Rules for 2 players" on page 10.

A Spider-Web match is played in 16 rounds.
Each round is divided into two phases:

1. Battle in New York:
   The moment the players play one of their cards.

2. Battle Resolution:
   The moment when it is verified who has won the round's battle and captured the played Characters.

Card Layout

Initiative
Values from 1 to 16

Type
Hero

Villain

Sinister Six

Name

In the blue area are the Skills, which can be of two types:
Instant   Passive

In the yellow area are the resolution effects, which can be of two types:
Victory Condition   Victory Bonus

Battle in New York

The First Player begins and the round proceeds clockwise.
On your turn to play, which we will call from now on "your turn":

   1. You play one of your Character cards in New York right in front of you.

   2. If the Character has an instant ability:
   you can use its effect immediately (more information about the abilities in the 'Characters' section starting on page 11).

   3. You buy a card from your personal deck to have 3 cards in your hand again in your hand.

> When there are no more cards left in your personal decks, keep playing with the cards left in your hand until all the cards are gone. Do not reshuffle the cards at the Docks to form new personal decks!

   4. Pass the turn to the player sitting to your left.

> Note: cards that are sent to the Docks have their ability deactivated.

After all players have taken their respective turns, the second phase of the turn takes place: Battle Resolution.

Example

JOGADOR A1

New York

JOGADOR B1   JOGADOR B2

JOGADOR A2

In the example on the right, Player A2 plays Venom, an Initiative 7 villain who has the Instant ability "Choose a card in New York and send it to the Docks". A2 chooses Dr. Octopus (Initiative 5) from player B1 and places this card in the Docks.

Note that A2 could not choose B2's card, because Rhino has the ability to be immune to the villains' abilities.

Battle Resolution

At this stage it is checked which Character won the confrontation.

The winner of the round is the fastest Character, i.e. the card with the lowest Initiative value, provided that it additionally meets its Victory Condition (page 8). The team that played the winning card captures all the Characters in New York. The cards captured by a team form a single pile that will remain face up on an area of the table of the team's choice until the end of the match.

Example

With his Initiative 6, Kraven is the lightest and wins the confrontation. Team A captures all the cards in New York, including Kraven.

If there are two or more Characters with the same Initiative value in New York, consider only the card that was played first, i.e., the one played by the First Player or the player closest to him clockwise.
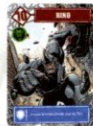
Example

In the example above, player B1's Initiative 6 Kraven entered New York first and won. Team B captures all the cards in New York.

Some Characters have a victory condition. A Character with a: 🏆 will only win the match if, in addition to being the fastest, they also have their Victory Condition met. Otherwise, proceed with the resolution, moving on to the next Character in the Initiative count until you find a winner.

Example

Player A1
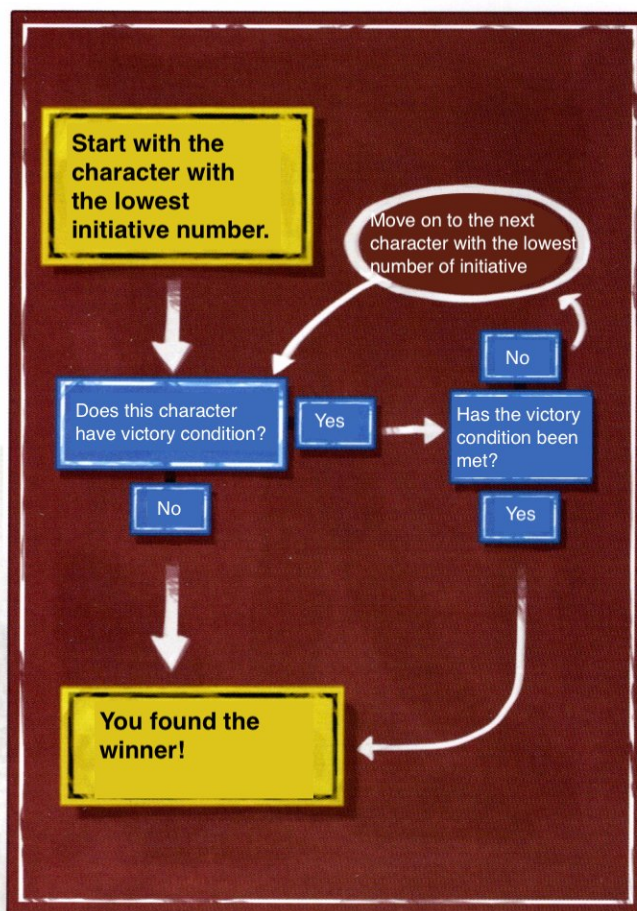
New York

Player B1

Player B2

Player A2

In the example above, Spider-Man has the lowest Initiative (1), but only wins when there are no villains in New York. His condition has not been met, because the Kingpin and Rhino are in the city. With Initiative 3, the Kingpin is the next candidate to win the round, but fails, because his victory condition has not been met either - he would only win if Spider-Man were not in New York. Therefore, player B2's Rhino (because he was placed first in New York), is the winner, with Initiative 10!

In the rare case where all Characters in New York do not have victory conditions met, the cards go to the Docks and no one wins the match.

Once the round is resolved, whoever holds the First Player card passes this card to the participant to his left. He will be the new First Player:

IMPORTANT: It is not allowed to look at the pile of cards captured from either team to see which cards have already been captured, nor to add up the number of points.

Summary of the Battle Resolution

Start with the character with the lowest initiative number.

Does this character have victory condition? — No

Does this character have victory condition? — Yes → Has the victory condition been met? — No → Move on to the next character with the lowest number of initiative

Has the victory condition been met? — Yes

You found the winner!

End of the Game

The game ends immediately after the resolution of the sixteenth and final round, that is, the round in which each player drops the last card from his hand.

The winning team will be the one capturing the most Characters (cards).

If there is a tie, the winning team will be the one with more cards from the Sinister Sextet 🟢 . If the number of cards from the Sinister Sextet is equal, the game ends in a tie.

Two-Player Rules

The match between two players is similar to a match between teams with more members (as explained above), except for the following modifications:

- Each player starts (and maintains during the game) a 5-card hand.

- Each round, the players take turns playing one card at a time until each player has placed 2 Characters in New York.
  The round ends after the last player puts down his or her second card. The game lasts 8 rounds instead of 16.

- Players only buy new cards to replenish their hand after the Resolution of the battle, no longer at the end of each of their turns.

Example

Characters

This section introduces the Heroes and Villains of Spider-Web and clarifies how their abilities work and their resolution effects (condition or victory bonus).

Notes on skills

If the text of a skill contradicts a rule in this manual or even the effect of another skill, resolve the apparent conflict as follows:

1. The text of a passive skill takes precedence over...
2. The text of any other skill, which takes precedence over...
3. A general rule

Example: The Lizard and Mysterio are in New York; Jackal and Black Cat are at the Docks.

Player B2 plays a Spider-Man and captures Mysterio, Jackal and the Black Cat. The Lizard stays where he is, because his passive ability protects him from Spider-Man's ability.

Character Details

Instant Ability: When you play Spider-Man in New York, you capture all the cards that are in the Docks and all the Villains 🟢 that are in New York at the moment. All these cards immediately go into your team's captured Character pile.

Victory Condition: Even with Initiative 1, Spider-Man will only win the confrontation if at the moment of the Battle Resolution there is no Villain 🟢 in New York.

Victory Condition: The Green Goblin is fast, but he will only win the confrontation if, at the time of the Battle Resolution, there is no Hero 🕷 in New York.

Victory Condition: Dr. Octopus will only win the match if, at the time of Battle Resolution, there are at least three members of the Sinister Six in New York, i.e. if three or more Character cards in that area have the icon 6. All cards containing the 6 icon in New York count towards Dr. Octopus' ability, even if they are from repeated Characters.

Victory Condition: The Kingpin will only win the confrontation if, at the time of the Battle Resolution, Spider-Man is not in New York.

Instant Ability: When playing Kraven into New York, name any Character card, including "Kraven". If the next player tries to play a card with the chosen name, that card will not enter New York, but will proceed immediately to the Docks. The effect of Kraven's ability lasts only until the end of the next player's turn, or for the entire round in 2-player matches.

- Only Rhino is not affected due to his immunity to the Villains' power.

Passive Ability: The Jackal is not affected by Spider-Man's ability. In other words, if he is in New York when Spidey enters the city, the Jackal will not be captured.
- If the Chameleon copies Spider-Man's ability, the Jackal will still be immune to the copied ability.
- If the Jackal is in the Docks, his ability is no longer active, so he can be captured by Spider-Man

Victory Condition: The Jackal will win the confrontation if, at the time of the Battle Resolution, there is at least one Hero 🕷 in New York.

Instant Ability: Once you play Venom, choose a card that is currently in New York and place it on the Docks. You can choose Venom himself.

MYSTÉRIO — 8 / 6

Instant Ability: Once you play Mysterio, choose as many holograms as you want in New York and send them to the Docks.

Holograms are two or more Characters cards in New York with identical names. For example, Mysterio enters the city and sends one of the two Black Cats already in New York to the Docks. If the player wants, Mysterio can also get rid of the two heroines.

At the player's discretion, a Mysterio card can discard another Mysterio, itself, or both.

DUENDE MACABRO — 9 / 6

Instant Ability: When you play the Hobgoblin, you can, if you wish, send a card from your team to the Docks.

RINO — 10 / 6

Passive Ability: Rhino is never affected by the Villains' abilities. This means that Venom and Kraven can't send Rhino to the Docks any more than the Vulture can protect him.

HOMEM-AREIA — 11 / 6

Instant Ability: On the turn that you put Sandman down, you can, if you like, look at the cards in your personal deck and choose which one to replenish your hand with. In a game with only two players, you can choose up to two cards in this way at the end of the round.

Then reshuffle your personal deck.

ELECTRO — 12 / 6

Victory Bonus: If you win a confrontation with Electro, in addition to capturing the cards in New York, you will also take the Docks cards to your team's pile of captured Characters.

GATA NEGRA — 13 / 6

Instant Ability: As soon as you play Black Cat, choose a New York Character card except "Black Cat" and place it on this card. Consider the initiative value of the chosen card to be 17 and deactivate its abilities. The effect of the Black Cat's ability lasts until the end of the round or until the Black Cat card goes to the Docks.

ABUTRE — 14 / 6

Instant Ability: When the Vulture enters New York City, you can choose another villain for him to protect. Place the Vulture card on top of the chosen villain's card. Until the end of the round (or until the Vulture is discarded for some effect), any ability that would affect the protected villain, will affect only the Vulture.

- If Spider-Man is played, the Vulture prevents the protected card from being captured.

LAGARTO — 15 / 6

Passive Ability: Lizard is never affected by heroes' abilities. That is, Spider-Man and Black Cat cannot affect him with their abilities.
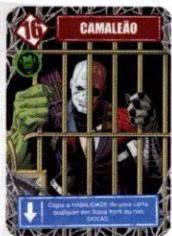
Instant Ability: When you play the Chameleon, choose a card that is in New York or the Docks. The Chameleon copies the ability of the chosen card and uses it as its own. The Chameleon copies only the Ability of the chosen card, never its Initiative or Victory Condition.
- If the Chameleon copies the Ability of the Black Cat, the player who played it will be able to choose some "Chameleon" in New York, but not "Black Cat". The effect of the ability lasts until the end of the round or until the Chameleon goes to the Docks.
- If the Chameleon copies the Vulture's Ability and protects another villain, the Chameleon will be the target of the Ability and the effect persists until the end of the round or until the Chameleon goes to the Docks.
- If the Chameleon copies Spider-Man's Ability, he must send himself to the pile of captured characters on his team.

Summary

First player: The player who most recently watched a movie or read a Spider-Man comic book.

Starting hand: Each player draws 3 cards from his personal deck in 4- and 6-player matches, or 5 cards in 2-player matches.

Round:

1. Battle in New York: Each player draws one card in 4- and 6-player matches, or 2 cards in 2-player matches.
2. Battle Resolution: Check the winner and capture the cards.

At the end of 16 rounds (8 rounds for 2 players), the team that captures the most cards wins.
In case of a tie, the team with the most cards from the Sinister Six wins.

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