



(THERE'S A LOT MORE THAN YOU PROBABLY EXPECTED HERE)

Bag of Spiders features eight silly games that we have curated for your enjoyment, but you will find that there are many uses for your bag of spiders.

- [Bag of Spiders, a press your luck game for 2 - 5 players by Jeremy Davis](#)
- [Last Spider Standing, a rolling war game for 2 - 4 players by Jeremy Davis](#)
- [Squish, a social awkwardness game for 5 - 10 players by Carla Kopp and Jeremy Davis](#)
- [Spider Leap, a dexterity game for 2 - 4 players by Jeremy Davis and Shawn Stankewich](#)
- [Spider Sculptors, an artistic game for 4 - 8 players by Shawn Stankewich, Nick Kopp, and Jeremy Davis](#)
- [Spider Poker, a bluffing game for 3 - 5 players by Zach Hoekstra](#)
- [Spider-cala, an abstract game for 2 players by Zach Hoekstra](#)
- [Mississippi Jackson And The Curse Of The Squeaky Inflatable Spiders, a very silly RPG for 2-6 players by Zach Hoekstra](#)

But wait! It doesn't stop there. We also have games that didn't make it into the top 8 and are actually quite terrible.

- [Spider Pick Up by Katie Khau](#)
- [Bathroom Spiders, a co-op game by Carla Kopp](#)
- [Memory Spiders, a solo game by Liz Davidson](#)
- [Spider Inception, a co-op game by Zach Hoekstra](#)

- [Blowhard](#), a racing game by Zach Hoekstra
- [The Dating Game](#), a party game by Zach Hoekstra
- [Spiders In My Hair](#), a dexterity game by Zach Hoekstra
- [Bag Of Spiders Legacy](#), a legacy game by Jeremy Davis

But wait! It doesn't even stop there. We also rules for the Jumping Spider expansion for at least some of the games.

BAG OF SPIDERS

A PRESS YOUR LUCK GAME FOR 2 TO 4 PLAYERS

BY JEREMY DAVIS

GAME SETUP

Put spiders in the bag depending on the number of players:

2 Players 7 glow spiders and 24 black spiders

3 Players 7 glow spiders and 36 black spiders

4 Players 7 glow spiders and 48 black spiders

Set any remaining spiders to the side, and randomly choose a start player. Give them the bag.

GOAL

To be the first player to bank 13 black spiders.

ON YOUR TURN

Draw spiders from the bag, one by one, until you either draw a glow spider, or choose to stop and bank all the black spiders you have drawn this turn.

When you draw a glow spider, immediately return all the spiders you drew this turn (including the glow spider) to the bag. Your turn is now over.

If you choose to stop, put all the black spiders you drew this turn into your **bank** (*A little pile in front of you*). Banked spiders do *not* go back into the bag. Your turn is now over.

When your turn is over, pass the bag to the player on your left. It is now their turn.

GAME END

The game ends immediately when someone draws and banks their 13th black spider. They win!

LAST SPIDER STANDING

A ROLLING WARGAME FOR 2 TO 4 PLAYERS

BY JEREMY DAVIS

GAME SETUP

Give each player 10 random spiders from the bag. Glow in the dark spiders are cooler, but mechanically don't do anything special.

Keep the rest of the spiders in the bag, and set it to the side.

Arrange your spiders in front of you in a battle formation, all standing up. Spiders that are standing up are *alive*.

Randomly choose a start player.

GOAL

To either have killed the most spiders, or be the owner of the last spider standing.

ON YOUR TURN

Have a battle with one of your neighbors (your choice). To have a battle, you pick up 5 of their living spiders, and they pick up 5 of your spiders. *(If someone has fewer than 5 living spiders, just pick up what they have left)* Each of you simultaneously roll the spiders you picked up. Spiders that are on their backs are killed, and you keep them upside-down as a trophy. Spiders that are standing up have survived, and must be returned to their owner.

GAME END

The game ends when only one player has living spiders. That player wins!

If there are 3 or more players, each player also totals up their trophies. The player that killed the most spiders also wins, if they haven't already!

Players are encouraged to cheer for the victorious army and the most dastardly bringer of death.

HERO SPIDERS

Very rarely, a spider will land in a position that is not standing up or on it's back. These spiders are **HERO SPIDERS**. In addition to keeping these spiders alive, you may also add a spider from the bag to your army as a reward for having such a heroic spider.

SQUISH!

A SOCIAL AWKWARDNESS GAME FOR 5 TO 10 PLAYERS

BY CARLA KOPP AND JEREMY DAVIS

GAME SETUP

Put spiders in the bag depending on the number of players:

5-6 Players	3 glow spiders and 3 black spiders
7-8 Players	4 glow spiders and 4 black spiders
9-10 Players	5 glow spiders and 5 black spiders

Set any remaining spiders to the side.

Squish is played in teams. Each player secretly draws one spider from the bag (without putting it back), and memorizes the color. That color is the team they are on.

Put all the spiders back, then have each person draw a new spider without looking at it. Players may not look at their spider unless the game tells them to, but will hold it in their closed hand.

Randomly choose a start player.

GOAL

To squish the opposing teams spiders and keep their own spiders safe.

ON YOUR TURN

On your turn, you must perform one of the following:

1. Squish!

- Squish the spider in your hand. You are now out of the game, and no longer take turns. You may look at the spider you squished, but may not speak for the rest of the game. No clues, no hints!
- You can't Squish if someone Squished last turn. There can never be two Squishes in a row.

2. Swap!

- Choose another player still in the game. Both players look at their own spiders, then pass the spiders to each other without letting anyone see which spiders are being passed (including themselves – you will not know the color of the spider you get, only the color of the one you give away.)
- We know passing spiders to each other without showing them is super awkward, just go with it.

Table talk is permitted, but you may never reveal the color of your spider, or which team you are on.

GAME END

The game ends when all but one spider has been Squished. The only player left in the game reveals their spider. That team wins!

SPIDER LEAP

A DEXTERITY GAME FOR 4 PLAYERS

BY JEREMY DAVIS

GAME SETUP

Place all the glow spiders in a (roughly 8" diameter) circle in the center of the table. Place 5 black spiders in the center of the Glow Ring.

Each player takes 10 spiders and keeps them in front of them. Keep any remaining spiders in the bag.

Randomly choose a start player

GOAL

To get rid of all of your spiders by flicking them into the glow ring.

ON YOUR TURN

On your turn, you must take one of your spiders and put it on the back of your hand. Then attempt to flick the spider off your hand and into the glow ring.

If the flicked spider landed in the glow ring without touching any of the glow spiders, leave it where it landed. Pass the turn to the player on your left.

If the flicked spider hit a glow spider, take back the flicked spider and *all* the black spiders in the glow ring.

If the spider landed outside the glow ring, take back the spider you flicked, and one additional spider from the glow ring. If there are no spiders in the circle, take a spare spider from the bag.

GAME END

The game ends when one person runs out of spiders by successfully flicking a spider into the glow ring. That person wins!

SPIDER SCULPTORS

AN ARTISTIC GAME FOR 4 TO 8 PLAYERS

BY SHAWN STANKEWICH, NICK KOPP, AND JEREMY DAVIS

GAME SETUP

Give each player 1 glow spider and 3 black spiders. Set any remaining glow spiders to the side, and keep any remaining black spiders in the bag.

GOAL

To be the most original sculptor by arranging your spiders into a sculpture that is as unique as possible (*.ie one that is as different from the other player's sculptures as possible*)

ROUND GAMEPLAY

The game will go for 8 rounds.

Each round, all players simultaneously build a spider sculpture using the spiders in their possession. Use one of your hands to prevent the other players from seeing your sculpture until it's ready.

Spiders may be placed anywhere and in any orientation, but you must keep your sculpture confined to the space behind your hand, so that other players can't see it.

You may stack or interlock the spiders in any way you choose.

Once all players have completed their sculpture, everyone reveals their sculpture, and examine the other players sculptures. Discussion at this stage is encouraged. Players are trying to determine which two sculptures they believe are the most similar.

Once all players have decided which two sculptures they believe are most similar, a vote is held. On the count of three, each player simultaneously points to the two sculptures they think did the similar work. The player (or players) with the most votes takes a black spider from the bag. In future rounds, they must build their sculptures using this additional spider, increasing the chance their sculpture will be unique.

GAME END

Once all 8 rounds have been played, all players count the number of spiders they have. The player with the fewest spiders wins!

SPIDER POKER

A BLUFFING GAME FOR 3 TO 5 PLAYERS

BY ZACH HOEKSTRA

GAME SETUP

Put 7 glow spiders and 9 black spiders into the bag. Dump the remaining spiders into the center of the table to act as points.

Randomly choose a start player.

GOAL

To collect points by bluffing, or calling other people's bluffs. Once you have 8 points, you need to make one final bluff or call to win the game!

ON YOUR TURN

On your turn, you must draw 7 of the 16 spiders in the bag, and look at them without showing them to any other players. Then point to another player and *claim* that you drew a certain number of glow spiders.

- You have to say a number between 2 and 7.
- You can lie about how many spiders you drew.
- If you drew 0 or 1 glow spider, you *have* to lie.

The player you pointed to guesses whether you are lying or not. What happens next depends on how many points you and the other player have.

If you have 8+ points (regardless of how many they have):

- If they were correct, you must give them 3 of your points, and permanently remove one black spider from the bag.
- If they were incorrect, you win!

If they have 8+ points (and you have fewer than 8 points):

- If they were correct, they win!
- If they were incorrect, they must give you 3 of their points, and permanently remove one black spider from the bag.

If neither of you have 8+ points:

- If they were correct, you gain 1 point from the center pile, and they gain points from the center pile equal to however many glow spiders you claimed to have.
- If they were incorrect, you gain points from the center pile equal to however many glow spiders you claimed to have, and they gain 1 point from the center pile.

If nobody won this turn, put all the spiders you drew back into the bag (*minus any that were permanently removed*), and pass the bag to the player on your left. It is now their turn.

GAME END

The game ends if somebody wins by correctly bluffing or calling when they have 8+ points (As described above).

If 9 black spiders have been removed from the bag (*ie if only glow spiders remain in the bag*), the game immediately ends and the player with the most points wins!

SPIDER-CALA

AN ABSTRACT GAME FOR 2 PLAYERS

BY ZACH HOEKSTRA

GAME SETUP

Put 43 black spiders and 7 glow spiders in the bag. Set any other spiders to the side. Imagine a 5x2 grid of bowls laid out lengthwise between both players. Randomly draw and place 5 spiders into each bowl.

Your bowls are the 5 bowls closest to you.

In addition, you have one additional bowl to the right hand side of your other bowls that starts the game empty. This is your score bowl.

The player with the fewest total glow spiders in their spaces goes first.

GOAL

To be the first player to get 8 black spiders into your score bowl.

ON YOUR TURN

On your turn, you must choose one of your bowls with 2 or more spiders, and move it.

To move a bowl, pick up *all but one* spider from the bowl. Going counter-clockwise around the board, drop one spider into each bowl until you run out of spiders to drop.

- You skip your opponents score bowl.
- You choose whether to leave a black or glow spider behind in your original bowl.
- You choose whether to drop a black or glow spider in each bowl, *however*;
 - If you ever drop a glow spider into your score bowl, you instantly lose.

If the last spider you drop lands in a bowl (*Even your opponent's bowl*) with at least one glow spider in it, you *must* move that bowl as if you had just chosen it. Repeat this until the last spider is dropped into a bowl without a glow spider already in it. Then it is your opponent's turn.

GAME END

The game immediately ends when one player drops the 8th black spider into their score bowl. They win!

ADVANCED VARIANT

For a longer and more complex game, use the following variant:

Your score bowl is on the left hand side of your other bowls, not the right hand side. This means to score, you must be able to cross your opponents side of the board.

MISSISSIPPI JACKSON AND THE CURSE OF THE SQUEAKY INFLATABLE SPIDERS

A VERY SILLY RPG FOR 2 TO 6 PLAYERS

BY ZACH HOEKSTRA

This is the story of Mississippi Jackson, world renowned archaeologist and explorer. They are known for their legendary tales finding and searching for ancient and magical artifacts, as well as punching Nazi's and getting into ill-advised relationships with fiery but unstable romantic partners.

What they are somewhat less known for is the ancient and unknowable curse laid upon them, which will unpredictably turn important objects and people around them into squeaky inflatable spiders.

SETUP

Put 43 black spiders and 7 glow spiders into the bag. Set any remaining spiders to the side.

Draw 12 spiders from the bag, and distribute them as evenly as possible between all players *(It's okay if some people have extras)*

Give the bag to a random player. Whoever is holding the bag plays the part of Mississippi Jackson.

As a group, answer the following questions:

- *Who is Mississippi Jackson? What gender are they (if any)? What do their clothes look like? What are they particularly skilled at? What do they struggle with? What common animal do they fear? (Hint it's probably spiders)*
- *What magical artifact are they searching for? How did the Nazi's recently acquire the artifact before they did? Where are the Nazi's hiding it now? What sort of defenses have they set up to prevent Jackson from stealing the artifact back?*
- *What curious quirk does the Nazi leader have? Which part of their body are they missing?*

Begin the story with Mississippi Jackson surveying the heavily guarded area where the Nazi's have hidden the magical artifact, and escaped with it.

IF YOU (CURRENTLY) HAVE THE BAG

You play the part of Mississippi Jackson, and may freely narrate how Jackson gets past the defenses, acquires the artifact, and escapes with it. Whenever another character is introduced, point to another player, who describes the new character and plays their part until they go off-screen. If/when Jackson encounters a squad of Nazi thugs, choose a player to represent the squad leader, who plays the leader and controls the actions of the squad. If the other players decides an action Jackson wants to do is difficult but doable, you must draw 4 spiders from the bag. If any of them are red, Jackson fails at their current task and must narrate the consequences of that failure. Put the 4 drawn spiders back into the bag afterwards.

IF YOU DON' T HAVE THE BAG

If you don't have the bag, you can do one of the following at any time:

- Give the current Jackson one of your spiders, and describe some complication or new challenge Jackson must face. The current Jackson must either incorporate this new challenge into their story, or give you one of their spiders instead. *ex: Amy is currently narrating how Jackson is crawling through the air ducts of the Nazi base to avoid the patrols. Bob hands her one of his spiders and tells her that he wants the vents to start to collapse from the weight right above a meeting hall filled with German scientists. Amy agrees, takes the spider, and begins to narrate how Jackson manages to avoid crashing into the room below.*
 - You cannot give away your last spider this way; your last spider must be used to turn something into a Squeaky Inflatable Spider, and take control of the narration.
- Give the current Jackson one of your spiders, and declare that something or someone Jackson is currently interacting with has turned into a squeaky inflatable spider. The current Jackson chooses which important object or person in the scene has turned into a spider, then **hands the bag to you**. You now continue the narration, having Mississippi Jackson deal with the sudden transformation.
 - If the spider given was a glow spider, the object or person transformed is *extremely critical* to the current plot, like the motorcycle Jackson is currently riding, or the whip just as Jackson was swinging across a pit, plunging Jackson into a maze of catacombs. Drastically shift the current plot focus, and then continue.
 - The magical artifact can never be turned into a spider, nor can Jackson themselves, but pretty much everything else is fair game.
 - The original Jackson has to allow the story to progress a decent amount before taking the bag back. Remember, we're all having fun here; give everybody in the group time to be Jackson during the game!

GAME END

Continue playing until Jackson gets the magical artifact out of the Nazi hiding place, or you run out of time. If players are getting restless, or are running out of time, feel free to have Jackson's latest plan to acquire the artifact amazingly go off without anything turning into a spider, and end the game on a high note.

THE SQUEAKY INFLATABLE SPIDERS

The spiders are round-ish in shape, and cute in appearance. They are about the size of the object they replaced (which is fun when U-Boats or other large things are transformed). They will often be wearing some kind of novelty themed hat. When squeezed, then released, they make a long, high-pitched squeal, which tends to attract attention, especially from the Nazi's Guard Dogs.

CREDITS

(A SURPRISING AMOUNT OF PEOPLE WORKED TOGETHER TO MAKE THIS)

Game Design: Jeremy Davis, Nick Kopp, Carla Kopp, Zach Hoekstra, Elizabeth Davidson, Shawn Stankewich, Katie Khau

Logo: Katie Khau

THANKS

Special thanks to ...

Jamie Davis for being an inspiration to us all.

Jen Allebach for being willing to create a spider army.

Marleen Arenivar for being incredibly compassionate, wise, and for gaming the system. We have learned a lot from you.

All of our backers for believing in us and not getting too antsy waiting for your spiders to be delivered.

LIVING GAME

This is a living game, which means that there can be rules added all the time so that you can have more great games to play with your bag of spiders!

Check back here to see if the rules have been updated: <http://weirdgiraffegames.com/BoSRules>

AFTERWARD

This was a project that was created because Jamie Davis had a song in her heart, a song that spoke of a Bag of Spiders, which were spiders in a bag. It is due to her ability to create a lovable tune that inspired all of the designers to design something to try to live up to her vision of a game that could be created with the help of so many people.

Every backer helped support us through the trials of raising enough money to buy a ton of spiders. Without you, this silly project would have never been finished and brought to life with such a fancy bag.

THE NOT SO GREAT GAMES!

(SOME WOULD SAY THAT THESE ARE THE TERRIBLE GAMES)

SPIDER PICK UP

A COOPERATIVE DEXTERITY GAME FOR ANY NUMBER OF PLAYERS

BY KATIE KHAU

SETUP

Choose a player, and give them the bag with all of the spiders. They must stand in the middle of the room, hold the bag at least 4 feet off the ground, and upend it, spilling all spiders into the center of the floor.

GOAL

To pick up all the spiders.

GAMEPLAY

Everyone should pick up spiders and put them in the bag.

GAME END

Once all spiders are bag in the bag, the game is over, and all players win. Congratulations!

BATHROOM SPIDERS

A COOPERATIVE TRAVEL GAME FOR HOWEVER MANY PEOPLE FIT IN YOUR CAR BY CARLA KOPP

SETUP

Play this game when you are on a long road trip and someone declares they need to go to the bathroom. Give the bag with all spiders in it to someone who is not driving (*Safety first*)

GOAL

To collectively have enough endurance to survive Bathroom Spiders.

GAMEPLAY

Every time the car reaches a new exit, draw a spider from the bag. If it is a black spider, you must continue driving (Do not put the spider back in the bag). If it is a glow spider, you must turn off on this exit and find a bathroom.

GAME END

All players win the game if a bathroom is successfully found and utilized after a glow spider is drawn.

All players lose the game if a bathroom is used before you reach your destination or a glow spider is drawn.

There are other ways to lose, but we'd rather not talk about them.

MEMORY SPIDERS

A SPOOKY GAME FOR PEOPLE LIVING IN YOUR HOUSE

BY ELIZABETH DAVIDSON

SETUP

Take your bag of spiders, and start hiding spiders around the house. Try and get them into places that are hidden and out of the way, but will eventually be found.

GOAL

To forget where you hid all your spiders, and then find them again.

GAMEPLAY

Continue your normal life, and forget where you put all the spiders. Whenever you or someone else in your house finds a spider, they must put the spider in the bag while shouting “WHO HID ALL THESE SPIDERS HERE!?”

GAME END

The game ends when you have found all the spiders again. Wait, aren't there supposed to be 48 black spiders? Where was that last one?

BAG OF SPIDERS LEGACY

A LEGACY GAME FOR 3 – 8 PLAYERS

BY JEREMY DAVIS

SETUP FOR EACH GAME

Distribute all the spiders as evenly as possible between all the players. Game play is simultaneous. Begin the game on the count of three.

GOAL

To rip one leg off each of your spiders before all the other players.

GAMEPLAY

Everyone simultaneously starts ripping one leg off each spider they were given. Once someone has ripped one leg off each of their spiders, they throw their hands in the air and shout “Leg-acy!”. Continue playing until three players have shouted “Leg-acy”.

GAME END

The player who finished ripping their legs off first writes their name in the “First Place” column, and earns 3 Leg-acy Points. The second and third place players write their names in the respective columns.

	First Place (3 LP):	Second Place (2 LP):	Third Place (1 LP):
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____
Game 4	_____	_____	_____
Game 5	_____	_____	_____
Game 6	_____	_____	_____
Game 7	_____	_____	_____
Game 8	_____	_____	_____

CAMPAIGN END

Once 8 games have been played, each player totals up their earned Leg-acy Points. The person with the most Leg-acy points is declared the winner!

If you wish to play again, you will need to purchase another copy of Bag Of Spiders, as most of the spiders in your current copy will be leg-less. The people who make money off this game highly encourage you to do so.

SPIDER INCEPTION

A GAME FOR 2 TO 6 PLAYERS

SETUP

Spider Inception is played over the course of several months. To play this you will need:

- A regular gaming group (*This is the hardest part*)
- A shelf full of bought but unplayed board games (*This is the easiest part*).
- A bag of spiders

GOAL

To play the board games you bought and couldn't get to the table.

GAMEPLAY

Choose a starting player. They must pick a board game from the shelf and open it. If the board game does *not* have a spider in it, all players must play that board game, and then put a spider in the box as they are putting it away.

If the board game *does* have a spider in it, someone else picks a new board game from the shelf. Continue this until a board game without a spider in it is picked and played.

GAME END

When all games on your shelf have a spider in them, everyone wins the game.

BLOWHARD

A RACING GAME FOR 2 TO 7 PLAYERS

SETUP

Give each player a glow spider from the bag. Find a table with a relatively slick surface and no holes or slats. Each player places their spider on one end of the table. All players put their hands behind their back.

GOAL

To blow your spider off the opposite end of the table first.

GAMEPLAY

On the count of three, all players start blowing on their spider, getting it to skitter across the table. The first player to get their spider to fall off the other end of the table wins! If your spider falls off the side of the table, pick it up and put it back where it fell off before continuing.

THE DATING GAME

AN APPLES TO APPLES STYLE GAME FOR 4 TO 6 PLAYERS

SETUP

Put all of the glow spiders in the center of the table. They are not used in the game, but are used to provide good mood lighting. Give each player 4 black spiders from the bag.

Randomly choose one player to be the start player, and give them the bag.

GOAL

To successfully get all of your spiders to go on a date.

ROUND GAMEPLAY

Each round, the player with the bag draws a “hopeful” spider from the bag, and holds it up to the group to inspect. They must describe what this spider’s ideal partner would be like, listing off qualities, behaviors, or even occupations.

Going around the table, each other player holds up one of their spiders, and describes how their spider is an eligible partner and will fulfill the hopeful spider’s every dream.

The player with the bag then chooses one of the eligible spiders to go on a date with their hopeful spider. Take both spiders, and put them somewhere out of sight of all the players – they need their privacy.

If for some reason the first player can’t decide between two or more eligible spiders, all tied eligible spiders and the hopeful go off somewhere private – we don’t judge here.

The bag is then passed to the left, and a new round is started.

GAME END

The game ends when someone gets their last spider to go on a date. They win!

SPIDER CRAPS HEHEHEHEHEHE **A GAMBLING GAME FOR 3-6 PLAYERS**

SETUP

Give each other player 8 black spiders from the bag.

Choose a random starting player, and give them the 7 glow spiders.

GOAL

To win the most spiders.

ON YOUR TURN

Bet one or more of your black spiders, and predict how many glow spiders will be standing. Then roll all 7 glow spiders. If fewer than the predicted number of glow spiders are standing, you lose all bet spiders (*Put them back in the bag*). Otherwise, you win more black spiders from the bag depending on which number you predicted:

Called Number	# of black spiders won
2+ Standing Spiders	1 per 10 spiders bet (rounding down)
3+ Standing Spiders	1 per 4 black spiders bet (rounding down)
4+ Standing Spiders	1 per 1 black spider bet
5+ Standing Spiders	4 per 1 black spider bet
6+ Standing Spiders	16 per 1 black spider bet
All 7 Standing Spiders	You instantly win the game!

If you have no spiders at the start of your turn, permanently remove 5 black spiders from the bag, and then draw one spider to form your bet for this turn.

GAME END

The game ends when someone draws the last black spider from the bag. The player with the most black spiders wins!

Also, if someone predicts that all 7 glow spiders will be standing and then rolls it, they instantly win the game!

SPIDERS IN MY HAIR

A DEXTERITY GAME FOR 3-4 PEOPLE AND ONE RUBE

SETUP

Choose the player with the curliest hair to be the rube. Give everyone (*including the rube*) 5 black spiders.

GOAL

To get rid of all your spiders.

GAMEPLAY

Players take turns throwing spiders into the rubes hair from a distance of at least 2 feet. If it sticks or gets tangled in the hair, keep it where it is. If it misses, slides off, or knocks off other spiders, you have to take it back plus any other spiders you knocked out of the rubes hair.

The rube also plays this game, but they have to throw their spiders in the air and let them fall onto their own head.

GAME END

The game ends when one person sticks their last spider in the rubes hair. They win!

LEAPING SPIDER EXPANSIONS!

(BECAUSE WHO DOESN' T WANT EVEN MORE SPIDERS?)

BAG OF SPIDERS

Last Player starts with the Jumping Spider. Once any player has decided to stop drawing spiders on their turn, the player holding the Jumping Spider may pass or Jump the Jumping Spider to the current player and force them to draw one more spider from the bag. No matter the outcome, the current player keeps the Jumping Spider to use against another player on a subsequent turn. Jumping Spider does not count towards your spider total.

5 players – start with 45 Black Spiders – 1st player to 10 spiders wins.

6 players – start with 48 Black Spiders – 1st player to 9 spiders wins.

SOUSH

Last Player starts with Jumping Spider. Player with the Jumping Spider must use it on other players' turns.

Before another player declares their action, the player with the Jumping Spider jumps the spider at any other player interrupting the current player's turn. It then immediately becomes the player who jumped the spider's turn. After they have completed their turn, play continues with the player who received the Jumping Spider.

SPIDER POKER

During setup, place the Jumping Spider in the center of the table.

When it is your turn, you can declare "Jump The Stakes!". If you do, whichever player earns the most points this turn takes and keeps the Jumping Spider, which is worth 2 points.

If one of the players already had the Jumping Spider, they lose it. If that player was not one of the players participating in the turn, they gain 1 point as compensation.

SPIDER-CALA:

During setup, the second player chooses and replaces one of the glow spiders with the Jumping Spider.

The Jumping Spider behaves identically to a glow spider, with the following addition:

When you drop the Jumping spider into a bowl, reverse the direction you were placing spiders in (counter-clockwise to clockwise). Continue placing spiders in the clockwise direction until you either end your turn, or you manage to drop the Jumping Spider again (changing the direction back to clockwise)

SPIDER LEAP

The Jumping Spider starts in the center of the Ring.

When you hit the clear spiders that make up the outer ring, you must take all Black spiders in the center and the Jumping Spider. You must now get rid of the Jumping Spider by jumping it into the center of the Ring before you can go back to trying to get rid of your Black Spiders.

You may jump the Jumping Spider off of your hand or the table

MISSISSIPPI JACKSON AND THE CURSE OF THE SOUEAKY INFLATABLE SPIDERS:

During setup, the group should also answer the following questions:

Who/what is Mississippi Jackson's plucky comic relief sidekick? Are they a precocious child? A bumbling friend? A cheeky monkey? A small golden statue imbued with the soul of Buster Keaton? (Probably the last one)

Give the Jumping Spider to a random player other than the current Jackson.

Whoever has the Jumping Spider controls Jackson's plucky sidekick, and may narrate their actions and resolve challenges just like Jackson.

Anyone without a role may take the Jumping Spider from the sidekick at any time. However, the previous holder of the Jumping spider must describe any place and/or situation. The new Sidekick must begin their narration by describing the wacky hijinks that got the sidekick into that situation.

THE SPIDER DATING GAME

The Jumping Spider is the host of the Dating game. the player to the right of the current player controls the host, and may ask questions of all spiders participating. (_What is your favorite kind of fly to eat on a date? If you were to paint your thorax any color, which color would you paint it?_)