



ARAKNID

Your lantern casts halos through the damp canopy. You follow a strand of silk into the unknown. You are an arachnologist, determined to catalog rare species and sign the next publication that will make history.

Araknid is a solo card game that puts control in your hands. Every round is a dilemma.

Optimization, strategy, and planning intertwine in short, tense games where the right tempo makes all the difference. Stripped of anything superfluous, the challenge is pure, the sense of progression is strong. Climb the ranks of research, build your reputation, and earn international renown.

COMPONENTS

18 cards size 55.9 x 87.1mm ; 18 cards size 44mm x 67mm ; 4 white cubes ; 1 yellow cube ; 2 orange cubes ; 1 Player token, plus this rulebook.

GOAL OF THE GAME

Your objective is to score as many points as possible from the spiders you collect.

CARD & COMPONENT NAMES

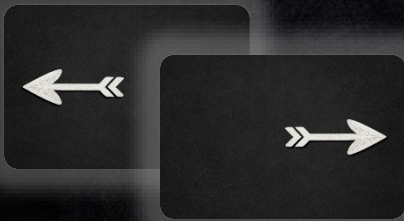
9 Location cards



1 Player token



4 Action cards + 4 Action cubes

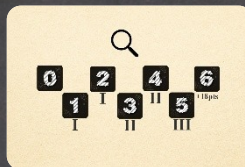


2 Arrow cards

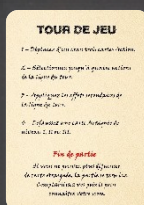
18 Spider cards (6 of each level)



1 Research card + 1 tracking cube



2 orange Level 0 Bait cubes

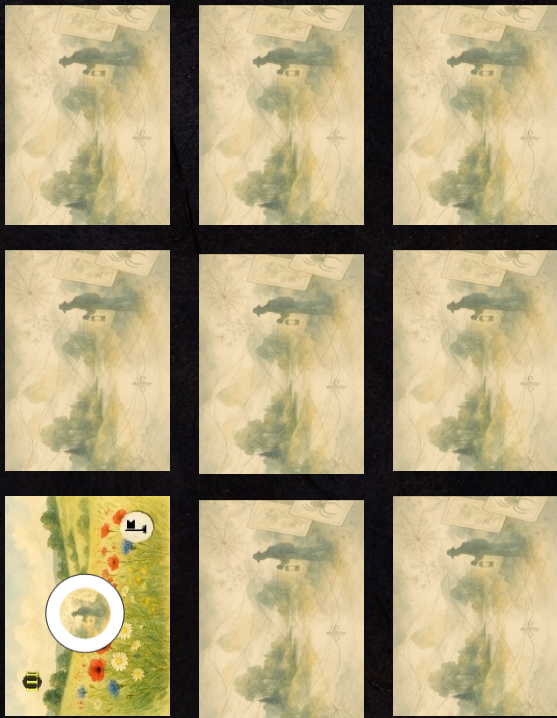
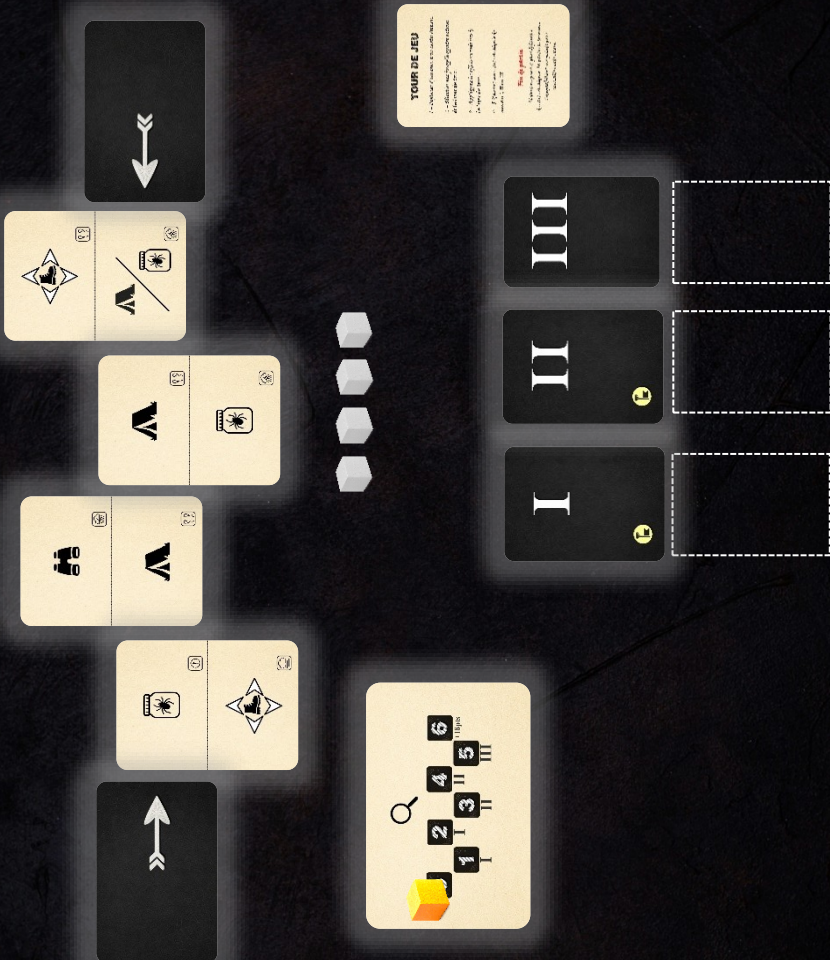


2 Player Aid cards
(French & English)

SETUP

1. Shuffle the 9 Location cards and place them face-down in a 3 × 3 grid. Reveal the card in the top-left and place the Player token on that Location.
2. Sort the Spider cards by level (1, 2, and 3), then shuffle each level separately to form **three separate decks**. Place these three decks next to the play area.
3. Shuffle the 4 Action cards together (shuffling them, mixing both sides - front/back - as well). Then place them next to the play area, stagger them, alternating which half is showing (top action, then bottom action), as shown in the diagram. You may take one mulligan on the Action cards
4. Place the Arrow cards on either side of the row of Action cards so they frame it. The arrows must face each other.
5. Place the 4 Action cubes near the Action cards.
6. Place the Research card near the play area and put the yellow cube on space 0 of the track.
7. Place the two Level 0 Bait cubes, as well as the Player Aid card, near the play area.

SETUP DIAGRAM



GAME OVERVIEW

A game is played over an indeterminate number of rounds. Each round consists of 4 steps that resolve in the same order. Once those 4 steps are resolved, a new round begins, and so on until the end of the game.

ROUND SEQUENCE

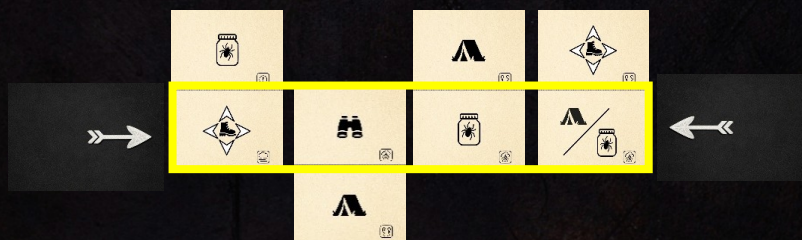
This section describes a round in detail.

Step 1 - Program actions.

Slide exactly 3 Action cards one notch relative to the Arrow cards. Action cards always show two actions: one in the top half and one in the bottom half. During this step, you must choose 3 Action cards and slide each of them one notch relative to the row formed by the Arrow cards. The Arrow cards never move: they indicate the Round Row of actions that will be available in Step 2. Step 1 does not let you perform actions yet; it is only used to plan the actions that will be available in Step 2.

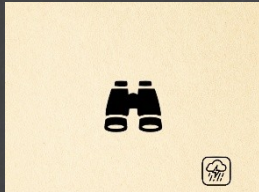
Step 2 - Select up to 4 available actions.

During Step 2, the Arrow cards frame the actions available this round. Actions located between the two Arrow cards are considered available. You may then choose 0 to 4 actions among them. For each chosen action, place an Action cube on the icon of the action you want to perform.



Overview of the different Actions.

(Note: boxed icons are not actions, but events that will be detailed in Step 3.)



Explore the Surroundings - When you perform this action, reveal a Location card adjacent to your current Location (orthogonally).



Move - When you perform this action, you may move the Player token from one Location card to another orthogonally adjacent Location card. The Location you move to must be revealed.



Terrarium - When you perform this action, you may take a Spider card from your Location. Reveal it and add it to your collection.



Location-Specific Action - When you perform this action, you may carry out the action specific to the Location the Player token is on. The Location action is shown at the bottom right of each Location card. Location Actions are detailed on the next page.



Note: here you may choose between the “Location-Specific Action” and “Terrarium” actions.

Location Actions

There are 3 types of Location Actions.



Place Bait - When you perform this Location action, you may place a bait on the corresponding Location card.

Baits let you attract Spiders so you can collect them and score points at the end of the game. At the start of the game, you begin with 2 Level 0 baits (represented by the two orange cubes). Later, you may also trade Spiders you have already captured for baits in order to attract rarer Spiders. When you place a bait (Level 0 or higher), nothing happens immediately. However, in Step 3, some effects may cause Spiders to appear on that Location. A bait stays on the card until it makes a Spider card appear. Once the Spider appears, the bait is discarded.



Take a Level 0 Bait - When you perform this Location action, you may take a Level 0 bait from the supply. You cannot perform this action if the supply is empty.



Conduct Research - When you perform this Location action, move the marker one space on the Research card. Research effects are detailed later in this rulebook.

Note: You cannot perform the same action from the same Location twice during the same round.

After performing your actions, remove the white cubes from the Action cards, then flip all Action cards that received one. Be careful not to misalign them relative to the Arrow cards when flipping them.

Step 3 – Events

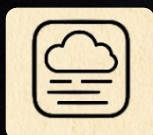
During Step 3, you must apply this round's events. To do so, look only at the small boxed icons present in the Round Row:



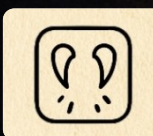
For each type of event, count how many times it appears in this row. If an event appears only once, it does not apply. If it appears two times or more, you must apply it. If two different events each appear twice, both effects trigger.



Bad Weather – During the next round, you may use a maximum of 2 Action cubes. You therefore can perform at most 2 actions.



Fog – Flip a Location card of your choice face-down. If the only Location that can be flipped is the one with the Player token, ignore this effect. If you flip a Location that contains a bait or a spider, discard them.



Bite – Discard the top Spider card from a Level 1, 2, or 3 Spider deck (your choice).



You've got a catch! – If there are baits placed on Location cards this round or a previous round, transform them into Spider cards. To do so, discard the Level 0 baits and replace them with a Level 1 Spider card, face-down. Discard the Level 1 baits and replace them with a Level 2 Spider card, face-down. Discard the Level 2 baits and replace them with a Level 3 Spider card, face-down.

Spider Cards and Baits

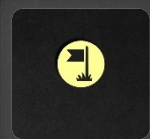
When a Level 0 bait becomes a Level 1 spider and you performed a “Terrarium” action on that spider, flip the Spider card to discover which spider you caught. Then add that card to your collection.



All Spider cards show a number of points. These points will be scored at the end of the game.

Spider cards in your collection can be turned into baits during the Location action “Place Bait”. To do so, place the card face-down and upside down on the Location card where you are performing the “place bait” action. The small “bait” symbol must be upright to remind you that it is a bait, not a spider you can collect.

Level 1 spiders become Level 1 baits, and Level 2 spiders become Level 2 baits. Level 3 spiders cannot be used as baits.



Note: if you have two Level 1 spiders in your collection, you may use both of them on the same Location card to make a Level 2 bait.

When a bait is replaced by a spider, you must discard the bait (and therefore the spider it originally represented). That spider's points are then permanently lost. It's up to you to judge which spiders are worth turning into baits in order to try to find the rarest ones (which score the most points), or to keep them for final scoring.

Theme Note: when you "turn" a spider into bait, you do not use it directly as bait but you trade it with another arachnologist for a rarer bait. That's why you lose that spider.

Step 4 – Time is running out!

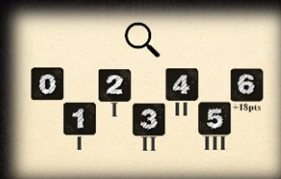
Discard the top Spider card from a Level 1, 2, or 3 Spider deck. Discard this card face-down.

After so much back-and-forth, the spiders no longer feel safe. They therefore try to hide even more.

(Step 4 is identical to the Bite effect.)

The round ends with Step 4. Start a new round, and so on until the end of the game.

Research



Research is essential to improve your score. When you perform a Research Location action, you move the marker up 1 level on the Research track. During Step 2, you may cash in your Research. When you use your Research, move the marker back down to level 0 (the first space).

- If you use your Research while you are at level 1 or 2, you may either spawn a Level 1 spider on a Level 1 Location, or take 1 Spider card (without looking at it) from one of the discard piles and shuffle it back into its deck.
- If you use it at level 3 or 4, you may spawn a Level 2 spider on a Level 2 Location, or take 2 Spider cards (without looking at them) from the discard piles and shuffle them back into their respective decks.
- If you use it at level 5, spawn a Level 3 spider on a Level 3 Location, or take 3 Spider cards of your choice from the discard piles and shuffle them back into their decks.
- If you use it at level 6, add 18 points to your final score.

Spawning a spider means drawing a Spider card and placing it face-down on a Location of your choice, of the same level as the spider (a Location's level is shown at the top left of the card). If no Location of that level is revealed, you cannot spawn a spider of that level.

END OF GAME - SCORING - VICTORY

The game ends when you must discard a Spider card but cannot.

Note: if you must draw a Spider card but cannot, the game continues. Simply ignore that draw.

When the game ends, calculate your score by adding up the points on all spiders in your collection, and only those. Also add 1 point to your score for each revealed Location card in the play area.

If you score 70 points or more, you win the game; otherwise, you lose. Other success levels are shown on the Player Aid card and on the link on the back of the Research card.

TIPS

Araknid is a game that leaves very little room for luck. You can improve by optimizing your actions and your rounds. For example, in Steps 1 and 2, you may take a look at the back of the Action cards before locking in your choices: this will help you anticipate which events will trigger, and also set up the next round. You are also allowed to check how many Spider cards remain in each deck (without looking at them) to count the number of potential rounds left, and to get a clearer view of which level (1, 2, or 3) Spider card to discard for a Bite or during Step 4.

DIFFICULTY & VARIANTS

Once you feel you have mastered the game, increase the difficulty by one step. Here are a few modes you can combine to add difficulty.

Hands in Your Pockets – Start the game with no Level 0 baits. The two orange cubes remain in the supply until you gain them through a Location action.

Hostile Terrain – You may perform a maximum of 3 actions per round.

One's Enough! – You cannot place two Level 1 spiders on a Location to obtain a Level 2 bait.

ABOUT THE SPIDERS

On the back of the Research card is a QR code—scan it to learn more about your Spiders.