

## What does it take to make you crack?

Everywhere you look you're blocked. Man for man, move for move. There are four open roads but the enemy covers every move you make to them. How do you get through? Do you try a few times, then quit? Or do you keep at it, and at it, until you *find* a way through? Vice versa, when you're on the defense, do you weaken and resign with the first enemy breakthrough? Or do you block and resist to the very end? That's the challenge of THE WEB. It says: Playing White, can you get all 12 of your pins into the scoring row in two hours or less? Playing Green, with the same number of pins, can you stop him? Here's one of the most competitive, yet rewarding games you've ever played.

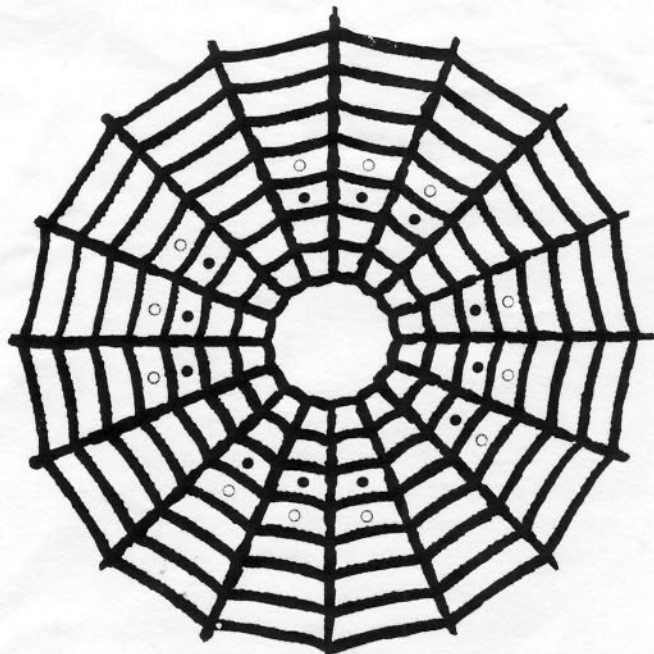


Fig. 1 Starting position of the pins. The White pins are in the 4th row, aiming toward the 1st row. A Green pin blocks each White pin. Note the four open tiers.

1964 by The Web Game, Newfoundland, N.J.

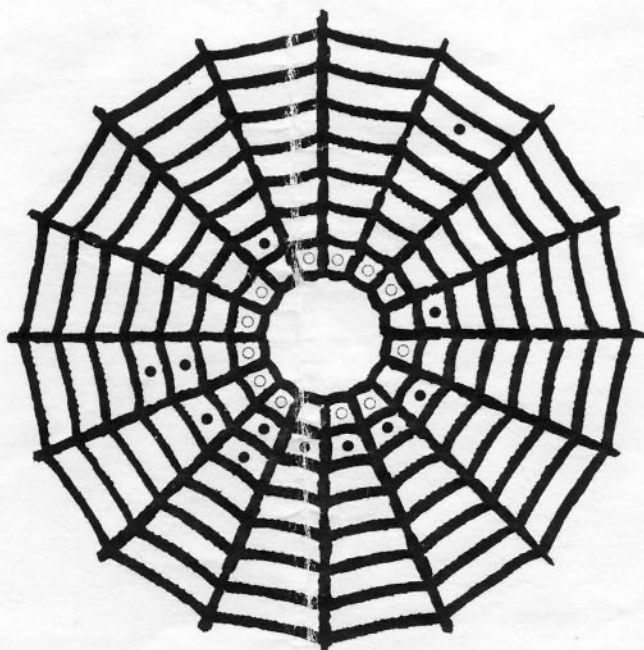


Fig. 2 White wins by getting all 12 of his pins into the 1st row in two hours or less. Note that the winning pins are in no particular order, just one pin to a space, around this row.

White plays a completely offensive game, Green a completely defensive game, except for the tactics Green may use in Trapping (see below).

To balance the time limitation working against White, there are certain move limitations that work against Green. At no point in the game may Green keep more than 4 of his pins within the 1st row (the scoring row). However, these need not always be the same 4 pins. Green can move pins in and out of the scoring row provided he never has more than 4 in at the same time.

When White has succeeded in getting 8 pins into the scoring row, Green must immediately begin to move out any pins he may have in the scoring row. He moves them out one at a time on each of his next turns until they're all out in the rest of the playing area.

If there is no space for Green to move into during this "removal" period, White must provide the space by moving whatever pins may be necessary until all of Green's pins are out of the scoring row.

THE WEB is a two man game played with 12 White pins and 12 Green pins on the "webbed" area of the accompanying board. You will note that this webbed playing area is divided into small spaces, and that the spaces form "rows" around the board, and "tiers" up and down the board. If you follow any one row around the board you'll find that there are 16 small spaces in a row, and that there are 7 such rows in the web. A "tier" is a line of spaces tapering from the outside to the inside of the web. There are 16 tiers in the web.

All together, there are 112 small spaces and the game is played entirely in, on and around these 112 spaces. The pins never move outside this playing area, nor do they ever move into the large open space at the center of the web.

The starting position of the pins is shown in Fig. 1. White sets his pins up around the 4th row from the inside, placing one pin in each space, but skipping every fourth space. Green lines his pins up around the 3rd row from the inside, placing one of

his pins directly in front of each White pin. For the starting positions to be correct there should be four open tiers so double-check Fig. 1 before starting play.

White goes first at the beginning of *every game*, then Green, then White, and so on. Each player moves one pin, one space, on his turn. A pin can be moved forward or backward or sideways but only into an empty space. *Diagonal or angle moves are not allowed, and pins cannot jump.*

The object of the game is for White to get all 12 of his pins into *any* of the 16 spaces in the 1st row (the row closest to the center of the web) *in two hours or less*. He doesn't have to get them in any particular order, just one pin in one space in any 12 of the 16 spaces in this row. If he does, he wins. (See Fig. 2 for a typical winning pattern).

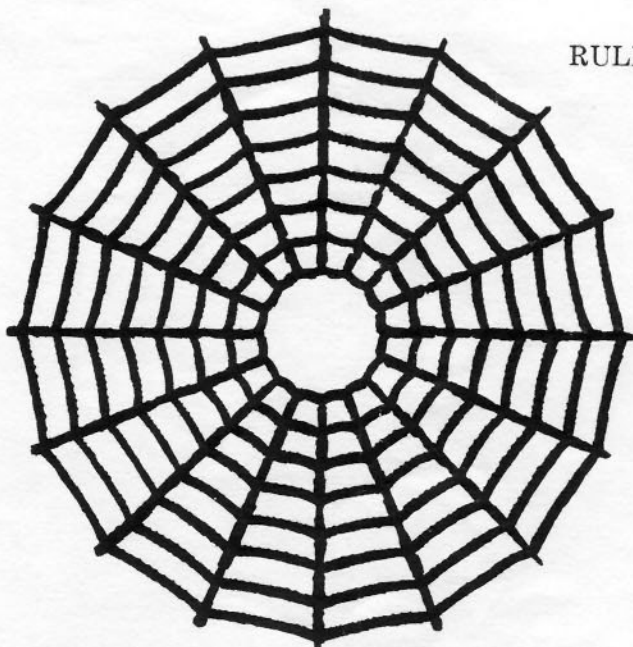
Green's objective is to keep White from scoring all 12 pins in the two hour limit. If he can keep even one White pin out in that time, he wins. Thus

Once out, that is after White has scored his 8th pin, Green cannot re-enter the scoring row.

Green's sole offensive tactic throughout the game is *trapping*. It is possible for Green to so trap one or more White pins that they cannot move. Or Green may get White in such a position that all White can do is move the same pin back and forth between the same two spaces. In either event, Green has a trap which he is permitted to hold for the entire two hours, if possible. To hold a trap, Green himself must, of course, be able to move a pin on each of his turns.

In the event of a trap, White has two options. Either to break the trap by bringing his other pins into play, or resign. It should be noted that in a trap, as well as at any other time during the game, there are no limitations on the number of times a player can move the same pin in and out of the same spaces. First, because there is an automatic time limit on the game, and secondly because the whole idea of the game is to get you to solve problems you think are unsolvable. Good luck. Have fun.

RULES



## THE WEB

An hour-long battle with 24 pins