
SLIME
GAMES
Game Rules
STOP
Toby Goodman

Introduction

“Do you think we live in a matrix and often experience déjà vu? Do you wonder what would happen if the universe's programmers made a mistake in the code, or some cosmic granny released a virus by clicking on an ad: "Want 50 free balls of yarn? Just click here, and you'll get them!"? It's very simple: The skies everywhere open up, and slime starts pouring out, as if it were some annoying Trojan horse in your computer. It starts spreading and growing until everything turns into slime. After that, all that remains of your boring life is a faint memory stained with a little slime. “

Welcome to the universe of the craziest of the crazy, the slimiest of the slimy, the fastest growing of the growing - namely, slime. Here, everything is slime, chaos, and competition! Expand your slime, outsmart your opponents, and be the last master of the sticky universe! I am Mr. Sticky, and I will guide you through this game, so just relax and have fun!



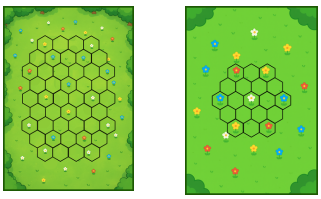
Components



8 Colors X 20 Slime pools



100 Playing cards



Double-sided game board

Cards:

Cards you can play during your turn:

Card name	What does the card do?	№ of cards
Moving Slime (1)	Move 1 of your slime pieces to an empty hex adjacent to your slime.	5
Moving Slime (2)	Move up to 2 of your slime pieces to an empty hex adjacent to your slime.	5
Moving Slime (3)	Move up to 3 of your slime pieces to an empty hex adjacent to your slime.	5
Confused Slime	Change the direction of play.	5
Controlling Slime (1)	Choose another player's slime that is adjacent to yours, and they must remove their slime pieces from 1 hex of their choice.	3
Controlling Slime (2)	Choose another player's slime that is adjacent to yours, and they must remove their slime pieces from 2 hexes of their choice.	3
Controlling Slime (3)	Choose another player's slime that is adjacent to yours, and they must remove their slime pieces from 3 hexes of their choice.	3

Components

Card name	What does the card do?	№ of cards
Adventurous Slime	Draw two cards from the deck.	5
Slime Thief	Choose a player and draw a card from their hand.	5
Hungry Slime	Remove up to 3 slime pieces from your slime.	3
Popping Slime (2)	Move 1 of your slime pieces by placing it on an empty hex up to 2 hexes away from your slime.	3
Popping Slime (3)	Move 1 of your slime pieces by placing it on an empty hex up to 3 hexes away from your slime.	3
Slime Bomb	Remove an opponent's slime that is adjacent to your slime.	3

Cards for placing slime. After playing one of them, your turn ends automatically:

Card name	What does the card do?	№ of cards
Growing Slime (2)	Allows you to place slime on up to 2 hexes instead of one. Your turn ends.	10
Growing Slime (3)	Allows you to place slime pieces on up to 3 hexes instead of one. Your turn ends.	6
Attacking Slime (1)	Place a slime piece on 1 hex with enemy slime that borders your slime. Remove the enemy slime piece. Your turn ends.	10
Attacking Slime (2)	Place a slime piece on up to 2 hexes with enemy slime that border your slime. Remove the enemy slime pieces. Your turn ends.	3
Attacking Slime (3)	Place a slime piece on up to 3 hexes with enemy slime that border your slime. Remove the enemy slime pieces. Your turn ends.	3
Jumping Slime	You may place slime piece on an empty hex of your choice, without it having to be connected to your slime. Your turn ends.	5

Components

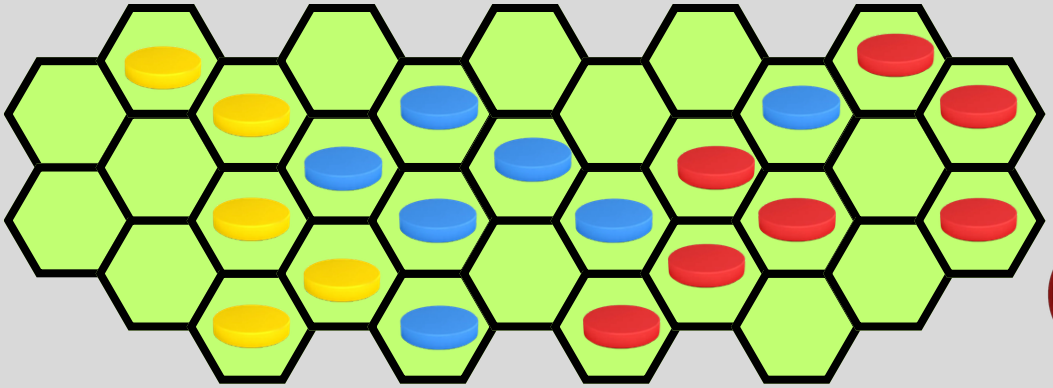
Card name	What does the card do?	№ of cards
Conquering Slime	Any slime piece that does not border any slime of a dear color becomes yours. Your turn ends.	2
Snake Slime (3)	Place a slime piece on 3 consecutive hexes in a straight line. You can place a slime piece on another player's, which is then removed, or on an empty hex. Your turn ends.	5

Cards you can play even when it's not your turn:

Card name	What does the card do?	№ of cards
Stop Slime, Stop!	You stop the effect of a card played by another player. You can use it even when it's not your turn.	5

Hello again, first you need to understand what slime is and what slime pieces are. This is very important for the game because it is used in the cards and rules.
In the picture, you can see a yellow, blue, and red player. The yellow player has 5 hexes with slime pieces, the blue player has 7 hexes with slime pieces, and the red player also has 7 hexes with slime pieces. Now, let's count the number of slimes on the board. There are 5 slimes on it. The yellow player has 1 slime, the red and blue players have 2 slimes each.

In other words, a slime piece is 1 pool, and slime consist of many connected pools belonging to the same player. A player may have multiple separate slimes on the board. The size of a slime is the number of connected hexes it occupies. Slime is also when a player has a slime piece that is not connected to their other slime, as is the case with the blue player.





Game Rules

What is the point of the game?

Will you manage to have the most slime pieces on the field, or will you outsmart the other players and block their growth? It's all up to you, but be careful not to block yourself on the way to success.

How to prepare the game?

If there are two players, read the special rules for the "Duel" game mode.
If there are 2 to 4 players, use the small game board.
If there are 5 to 8 players, use the large game board.

Deal **4 cards** to each player. You can look at your cards during the game. Place the remaining cards face down in a draw pile in a location convenient for all players. Give each player all the slime pieces of the color they have chosen.

How the game begins?

The game starts with the player who ate the most recently or eats the slowest, and continues clockwise.
During their **first turn**, each player places a **slime piece on one empty hex** on the board. During this turn, **no one is allowed to use or draw cards**.
Or if you are new, start with a **Fixed-start suggestion**
If a player runs out of slime later in the game, it's no problem. They have to place a slime piece on an empty hex again, but this time they draw a card at the beginning of their turn and can use any cards after placing the slime piece.

During your turn, what do you do?

1) When it is your turn, you must **first draw a card** from the deck, and then your turn begins.

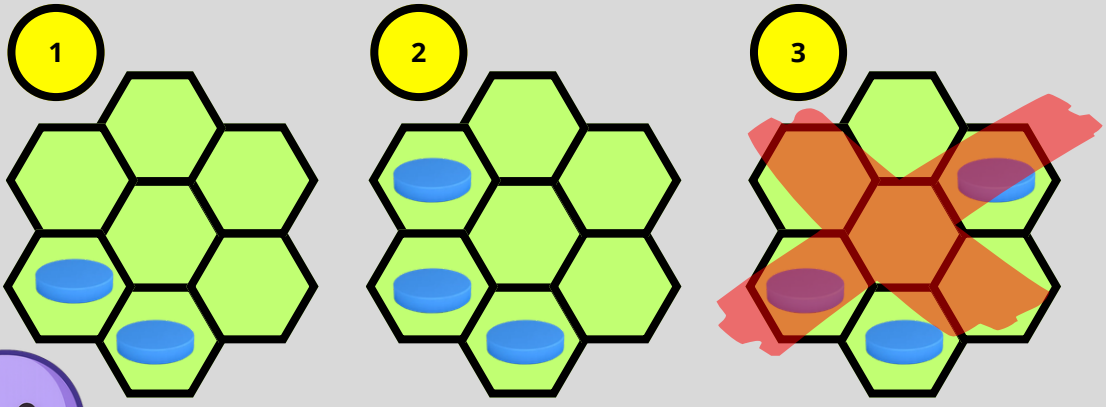
2) During your turn, you **can play a max of 3 cards** from your hand, but be careful, some cards end your turn after they are played! This is indicated on these cards. They may allow you to place a slime piece that is not adjacent to your slime or to place slime pieces on more than one hex. After playing such cards, your turn ends without placing the slime piece in the standard way.
You are not required to play cards during your turn.

3) **To end your turn, you must place a slime piece on 1 empty hex adjacent to your slime (it's the standard way)**. There can only be 1 slime piece in the same hex, no matter the color. As shown in the three pictures below.

You cannot pass, and you'll learn what happens if you cannot place a new slime piece at the end of your turn in "When do you lose the game?"

Game Rules

In Figure 1, you can see how the blue player started their turn with two slime pices. In Figure 2, you can see how they placed the new slime pice correctly during their turn without using placement cards. In Figure 3, you can see how the blue player placed the new slime pice incorrectly on the board.





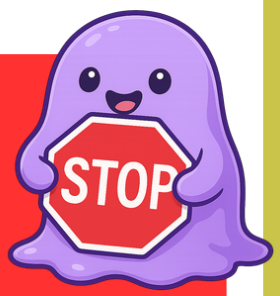


What else should you know about the cards?

Some cards can be used even when it is not your turn, but this is explicitly stated on them. Such is the card "Stop, slime, stop!"- which stops another player's card, regardless of what it is.

- You can replace one card from your hand once per turn.
- If you run out of cards in your hand during the game, it's not a problem, and you can continue playing.
- When you run out of cards in the deck, do NOT make a new one.

The card "Stop, slime, stop!" stops another player's card, regardless of what it is.
If you play a card and it is stopped by "Stop, Slime, Stop!", it counts as one of the three cards you are allowed to play during your turn, but its action is not carried out. If it were a placement card, it wouldn't end your turn.
You can play "Stop, slime, stop!" against any "Stop, slime, stop!" card played against you, thus removing the stopping effect that is against you.

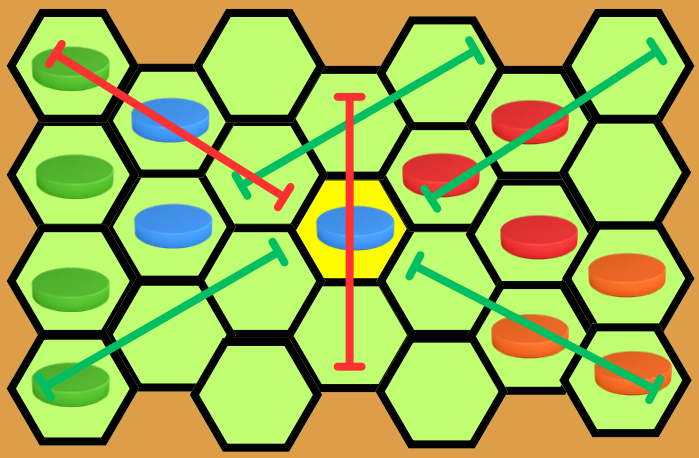


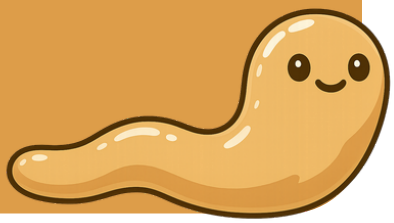


"Adventurous Slime " allows you to draw two cards from the deck. These are two additional cards, and together with the one you drew at the beginning of your turn, they become three cards drawn in the turn in which you played this card.

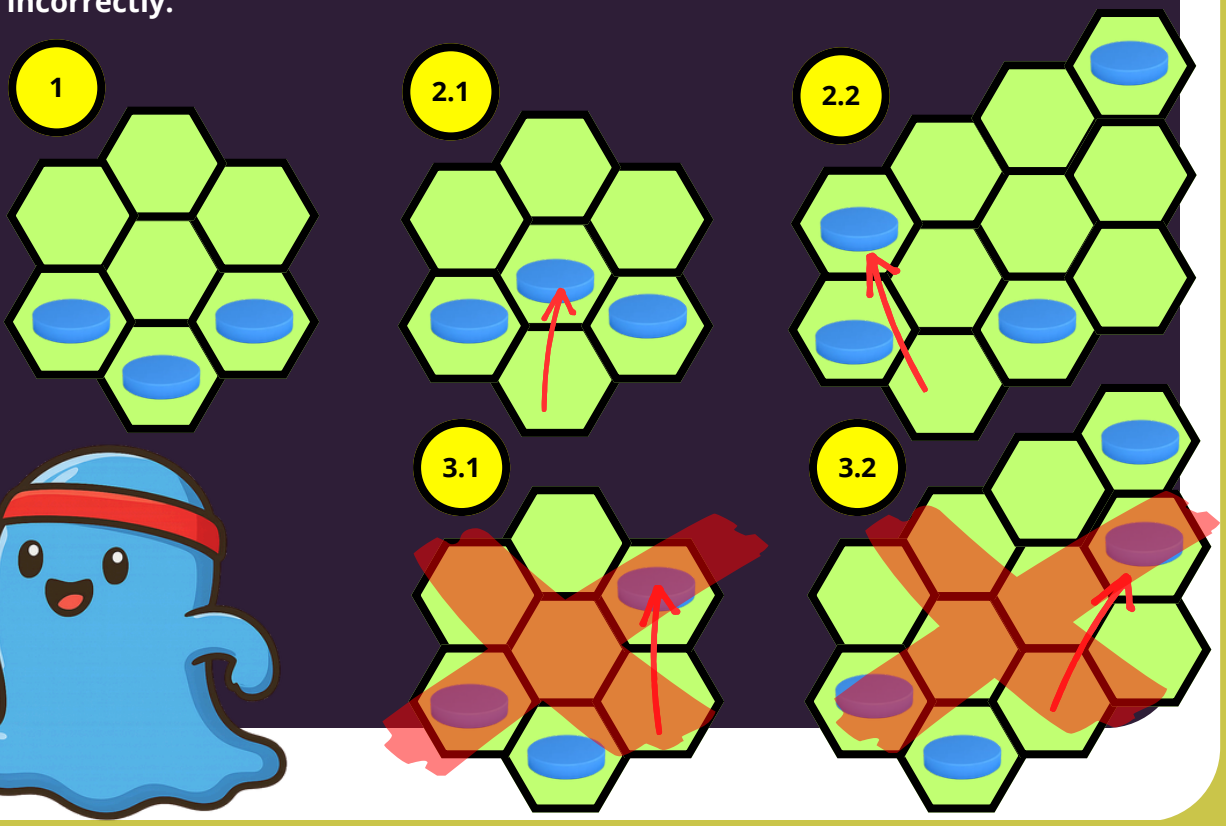
Game Rules

The card "Snake Slime (3)" allows you to place a slime piece on 3 consecutive hexes in a straight line. You can place a slime piece on another player's, which is then removed, or on an empty hex. Your turn ends. The new slime is placed in the standard way. The picture shows some of the possible ways the blue player can play this card if they start with the slime located on the yellow field. The red lines mark impossible ways of placing the slime.

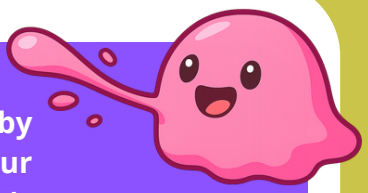




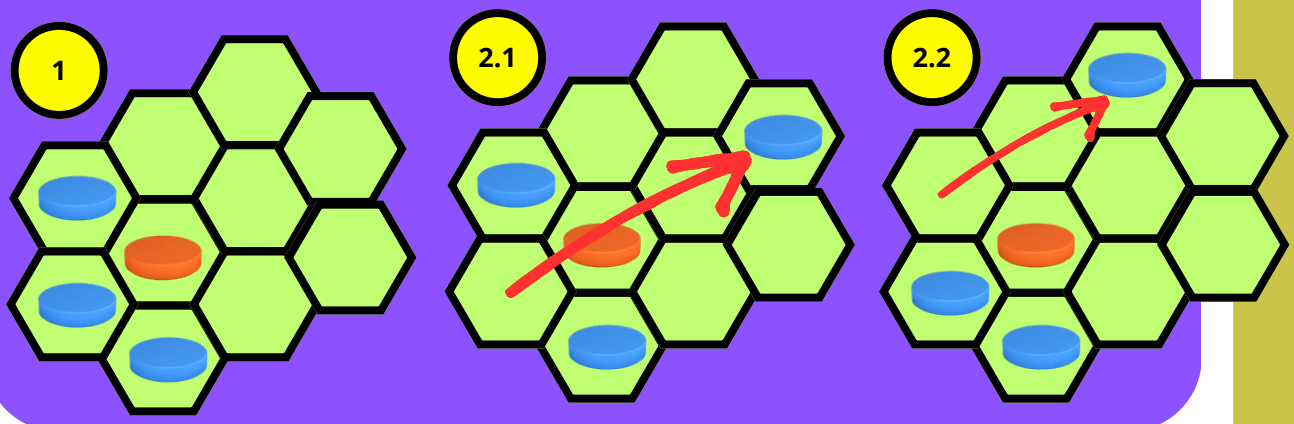
"Moving Slime" allows you to move 1/2/3 of your slime pieces to an empty hex adjacent to your slime. The slime you move must remain attached to the slime it belongs to. If the card you play allows you to move more than one slime, you can distribute it among several of your slimes. In pictures 2.1 and 2.2, you can see how the blue player plays the card "Moving Slime (1)" correctly. In pictures 3.1 and 3.2, he plays it incorrectly.



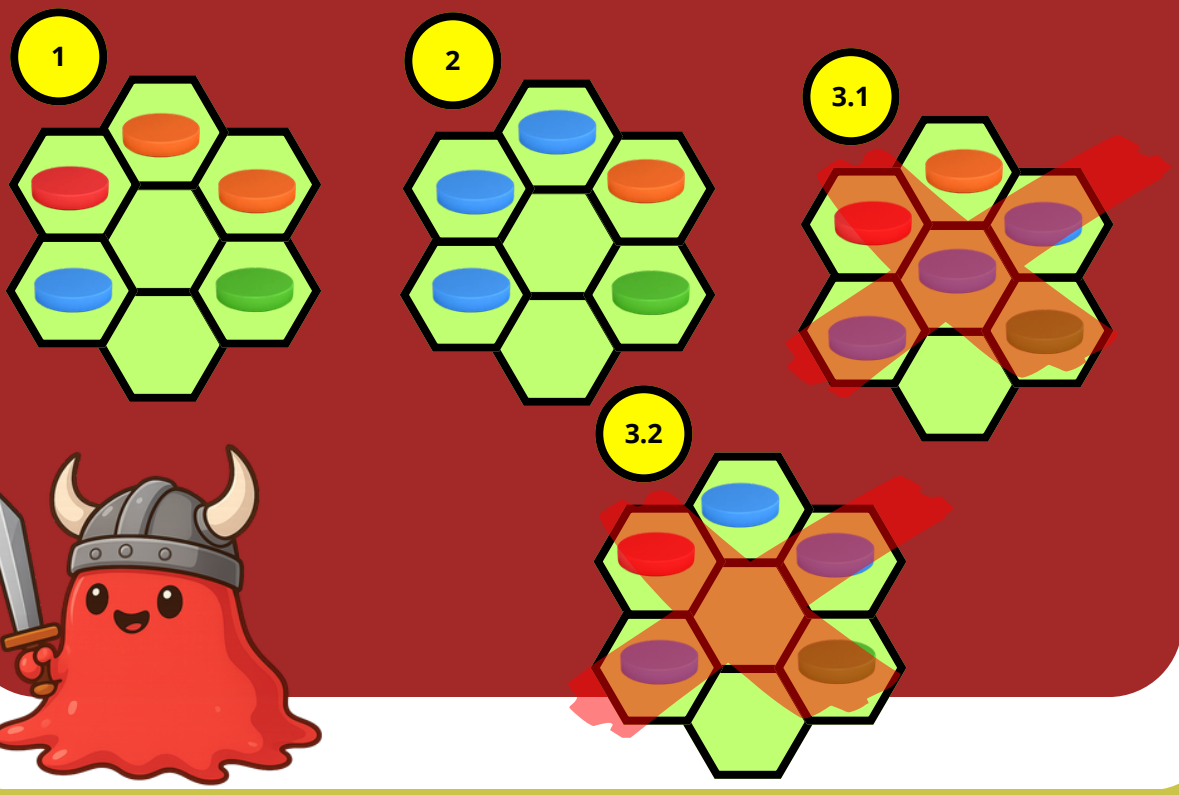
Game Rules



“Popping Slime” allows you to move 1 of your slime pieces by placing it on an empty hex up to 2/3 hexes away from your slime. The piece you move can jump over another player's piece, or not, it's up to you. In picture 2.1, you can see how the blue player plays the "Popping Slime (2)" card, jumping over the orange player, and in picture 2.2, he plays the same card, but without jumping over anyone.



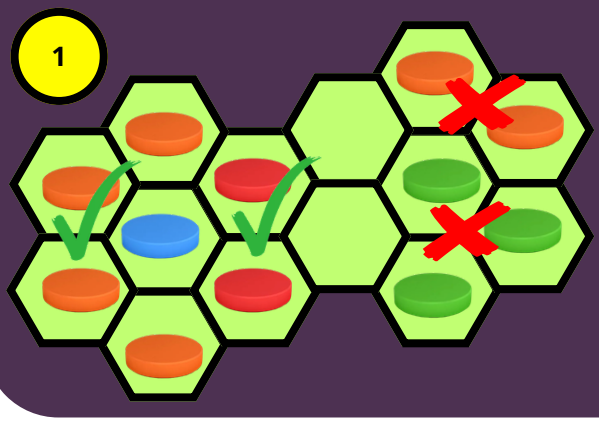
“Attacking Slime” allows you to place a slime piece on 1/2/3 hex with enemy slime that borders your slime. Remove the enemy slime piece. Your turn ends. The slime you place must remain attached to the slime it belongs to. When playing this card, you cannot place slime on spaces that do not have enemy slime on them. If you can place more than one slime, it does not have to be against the same player. You can divide it between your slimes. In picture 2, the blue player will correctly play "Attacking Slime (2)". In 3.1 and 3.2, they will play it incorrectly.

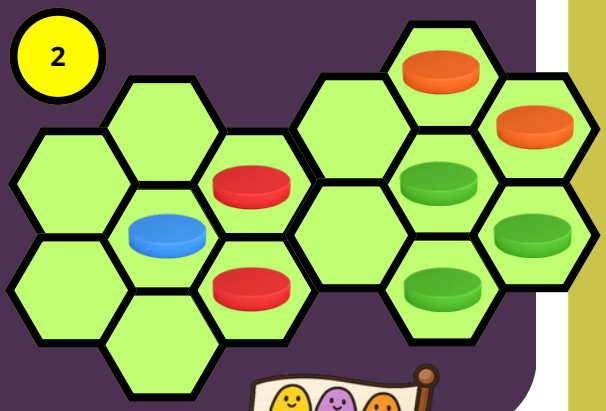


Game Rules



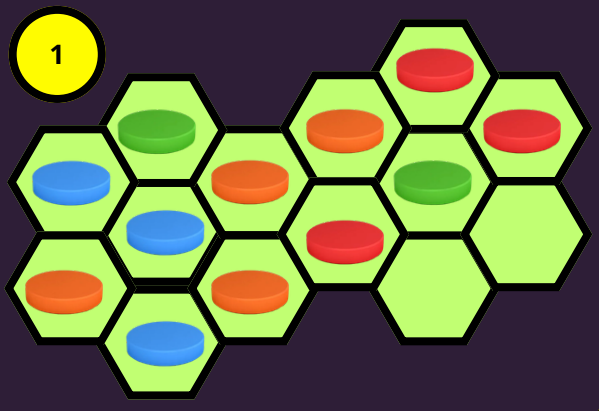
"Slime Bomb" allows you to remove an opponent's slime that is adjacent to your slime. In picture 1, you can see how the blue player can play the card in picture 2. He can only remove one of the orange player's slimes or one of the red player's slimes. However, since the green player is not adjacent to the blue player, he cannot remove it, and he can't remove the smaller slime of the orange player.

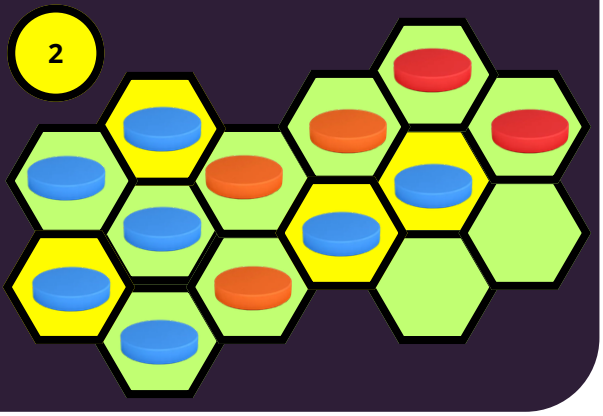






"Conquering Slime" allows you to make any slime piece that does not border any slime of a dear color become yours. Your turn ends. In pictures 1 and 2, you can see how the blue player plays the card. Except for the blue player, each player has two slimes. The green player's slimes consist of 1 slime piece each, and they can be conquered. The red player has one slime consisting of 2 slime pieces and one consisting of 1 slime piece, so only one slime can be conquered. The orange player has 2 slimes: one from 3 slime pieces and one from 1 slime piece, so only one slime can be conquered.

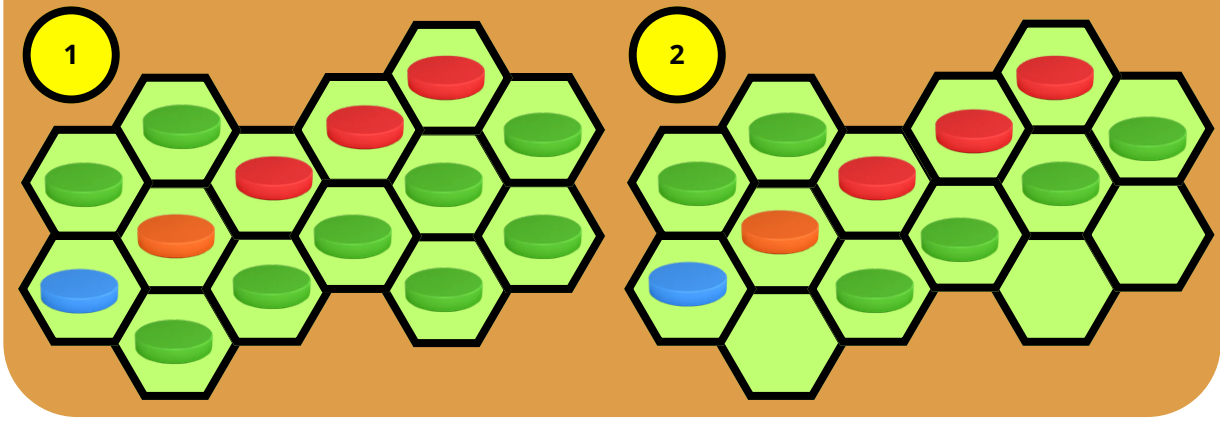




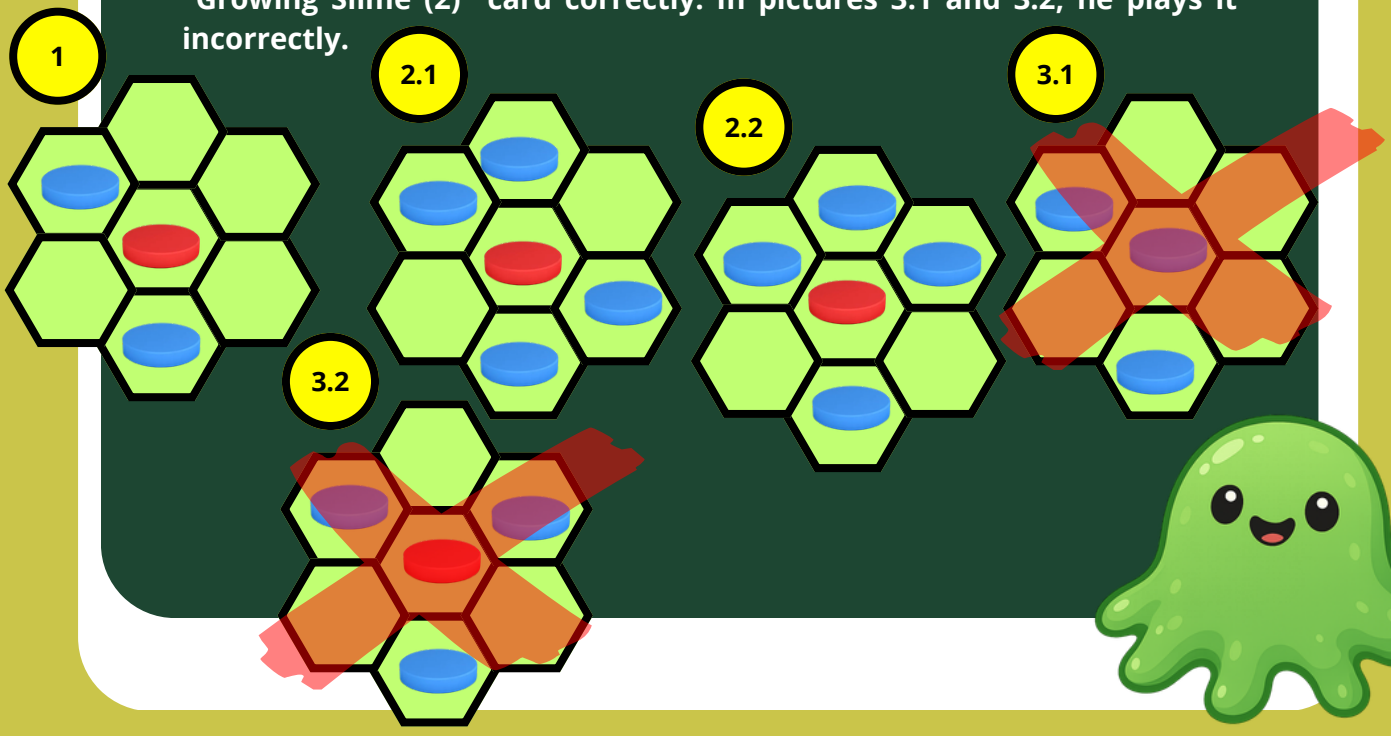
Game Rules



“Controlling Slime” 1/2/3 allows you to choose another player's slime that is adjacent to yours, and they must remove their slime pieces from 1/2/3 hexes of their choice. They do not necessarily have to remove the slime pieces that are directly next to your slime. In the picture, you can see the blue player playing "Controlling Slime (3)". Next to him are three slimes, two of which belong to the green player. The blue player must choose one of these three slimes, and the number on the card is not divided between players or slimes. The blue player cannot choose the red one because there is no slime next to it. If the selected slime has fewer pieces than those indicated on the card, it will disappear.



“Growing Slime” 2/3 allows you to place slime pieces on up to 2/3 hexes instead of one. Your turn ends. This slime is placed in the standard way- that is, you start near a hex adjacent to your slime. You can distribute the slime that this card allows you to place among your slimes, if you wish. In pictures 2.1 and 2.2, you can see how the blue player plays the "Growing Slime (2)" card correctly. In pictures 3.1 and 3.2, he plays it incorrectly.

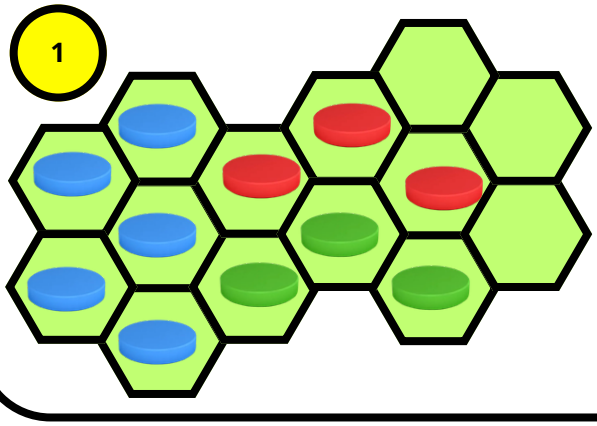


Game Rules

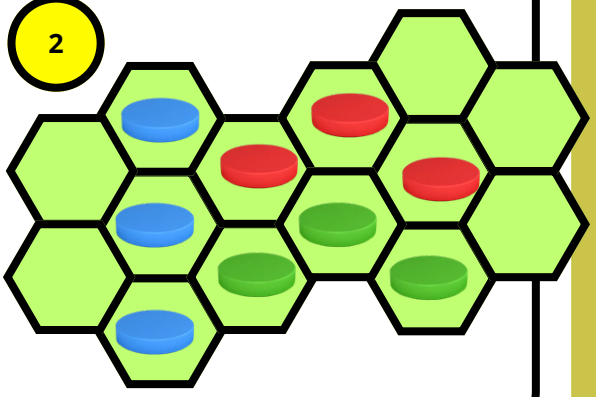


“Hungry Slime” allows you to remove up to 3 slime pieces from your slime. You can distribute them among your slimes. You don't have a card to save you from "Stuck" or you don't want to risk everything? "Hungry Slime" is your solution, and in picture 2, you will see how the blue player plays it by removing 3 slime pieces from their slime and placing a slime piece to end their turn.

1



2



“Confused Slime” allows you to change the direction of play. The player who played before you will follow you. With this card, you can screw over the players after you or those before you. This way, you can slow down their growth or cause them to get "Stuck."



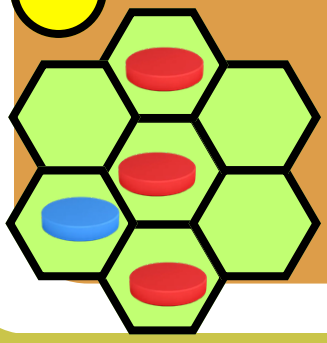
“Slime Thief” allows you to choose a player and draw a card from their hand. It is not a problem if the player runs out of cards.



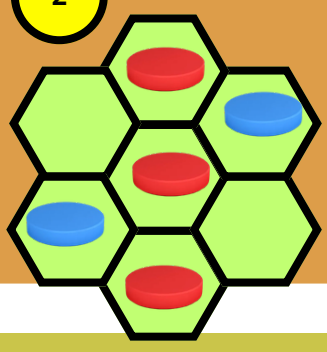


“Jumping Slime” allows you to place a slime piece on an empty hex of your choice, without it having to be connected to your slime. Your turn ends. In picture 2, the blue player will play it correctly, and in picture 3, incorrectly.

1



2



3



Game Rules

When do you lose the game?

My friend, the game is over for you if you cannot place a slime piece in any way during your turn. Whether through a card or the standard way. In this way, you get "Stuck". Unfortunately, you will not be able to return to the game even if an empty hex appears next to your slime by the end of the game or even if you have the most slime hexes. At the end of the game, your slime pieces will not be counted.

But don't despair, because you can still get your revenge!
The slime you have placed stays on the board, but you must return the cards from your hand to the draw pile. This is done either by shuffling the deck or simply placing them wherever you see fit in it.
When the players take turns so that it is your turn again, you have several choices. You are entitled to these choices every time.

1. You can place or remove a slime piece, according to the standard rules, on behalf of the slime, regardless of which player it belongs to (even yours). Any player can stop you with a "Stop Slime, Stop!" card.

2. You can choose to do nothing and pass.

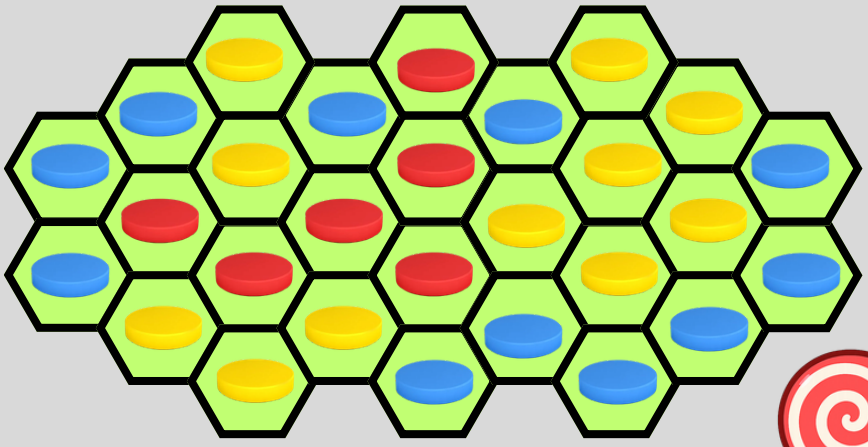
When does the game end, and how do you win it?

The game ends on one of 2 conditions:
-All hexes on the board are filled with slime, and no player may use the cards in their hand
-When there is only one player left who is not ***"Stuck"*****.** In which case, that player wins the game regardless of how many hexes they have filled with slime.
If all the hexes on the board are filled with slime, players do ***NOT get "Stuck"*** if they cannot place any slime pieces at the end of their turn.
However, if there is even one free hex on the board and the player whose turn it is cannot place any slime, they become ***"Stuck"***.
The next step is to count the points:
The player with the most slime hexes on the board wins. If several players have the same number of slime hexes, the player with the largest slime wins. If in this situation they still have slimes of equal size, compare their next largest slimes until one of the players is declared the winner.

In the picture, you can see a blue, red, and yellow player. The red player has 6 slime pieces, but the blue and yellow players have an equal number of slime pieces, namely 11 each. This means that you need to see how many slime pieces their biggest slimes have, but both players have 6. Their next largest slimes have 3 slime pieces and are again equal. Now we look at their even smaller slimes. The blue player has slimes with a size of 1 slime piece, and the yellow player has slimes with a size of 2 slime pieces. In this game, the yellow player is declared the winner.



Game Rules





Want a slightly different game?

We slimes love to have fun, so we come up with all kinds of games, even if we often end up fighting.
At the end of the rules for all games in the "Slime Games" series, you will find game modes that make it more fun and different. Most modes can be combined and used in all games in the slimiest world.





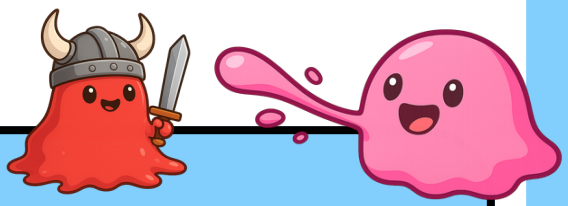
Game modes



"Poltergeist" game mode:

If you choose to play in this mode, the rules described here will apply to all "Stuck" players.
After a player loses because they cannot place any slime, they must not return their cards to the deck, but keep them. However, they are no longer allowed to draw new cards or exchange them, unless a card allows them to do so. In this game, even if you're a poltergeist, you can win.
When it is this player's turn again, they are allowed to choose one of the following actions each time:

1. **They may play 1 card on behalf of any slime, regardless of which player it belongs to. Any player may stop them with a "Stop Slime, Stop!" card.**
2. **They may place or remove slime, according to the standard rules, on behalf of slime, regardless of which player it belongs to. Any player may stop them with a "Stop slime, stop!" card.**
3. **They may choose to do nothing and pass.**



Duel mode:

The standard rules of the game apply, but you must remove the "Confused Slimes" cards from the deck.
Duels must be played on the small board.
If you do not want to remove the "Confused Slime" cards, consider that they force the other player to play a second turn immediately, without the player having to finish their turn by placing slime.

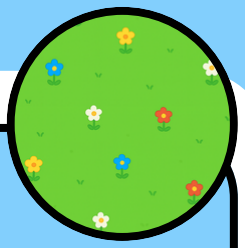




Game mode "Slow Slime, Freeze!":

Keep a close eye on how long your turn lasts. If you take more than a minute and someone says, "Slow slime, freeze! " the player who said it first draws 1 card from your hand or places slime on 1 free hex the standard way, and regardless of what you were doing during your turn, it automatically becomes the next player's turn.

Game modes



Game mode "Collect the flowers":

On the large game board, you will see 16 hexes with flowers, and on the small one, 7. Can you place slime on as many hexes with flowers as possible?

Start of the game:
Place slime as described in "How does the game start?", but you are not allowed to place it on a hex with a flower.

During the game:
Try to spread your slime over as many flower hexes as possible.

End of the game:
The game ends as described in "When does the game end and how do you win?" However, in this game mode, the player with the most slime on the fhexes with flowers wins. If several players have slime on an equal number of flower hexes, the player who has slime on the territory with the most flower hexes wins.



Game mode "Researchers of the deck":

Don't like getting "Stuck"? This mod will solve that problem. Now, when players get "Stuck", they won't lose the game or become poltergeists, but will simply draw two cards from the deck without penalty. The game ends when all players are unable to play the cards in their hand and run out of hexes on the board.



Game mode "Flea market":

Place 3 cards from the deck face up and leave them so that everyone can see them. This is the scrap market. When drawing a card, players choose whether to draw from it or from the deck. When a card is drawn from the market, immediately replace it with the top card from the deck, placed face up.

Game modes

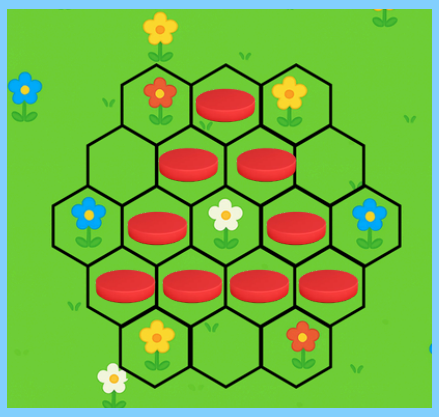


Game mode "Solo smash":

Preparation: First, remove all the cards from the deck: Confused Slime; Adventurous Slime; Slime Thief; Hungry Slime; Stop Slime, Stop! (23 all).

- **Next, place the MEGA SLIME as shown in the picture (This is your opponent).**

- **Deal yourself 4 cards, just as in the base game. On your first turn, without using any cards, you must place slime on 1–9 hexes, depending on the difficulty level you want for the game. That slime does not have to be connected. After that, your turns continue according to the rules of the base game.**



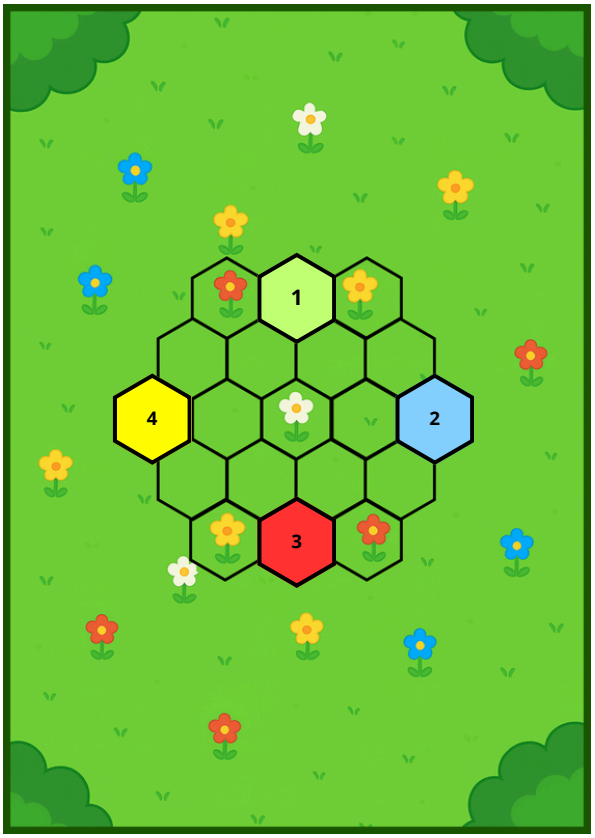
- **First, the MEGA SLIME plays cards. You draw the top card from the deck and play it. His turn ends when you draw and play a card to place slime.**
- **When you draw a card that the MEGA SLIME cannot play, simply draw a new one. If the card cannot be played to its full potential, play it to the extent that it is possible.**
- **When the MEGA SLIME moves its slime or expands, you must place it as close as possible to your largest slime. If that's not possible, then place it next to the next largest one.**
- **When the MEGA SLIME attacks, you must remove as much slime as possible from your largest slime. If that's not possible, then from the next largest ones.**
- **When the MEGA SLIME re-enters the game, place it on an empty hex next to your largest slime. If that's not possible, place it next to the next-largest one.**
- **The MEGA SLIME becomes "Stuck" when it meets the conditions for being "Stuck" and fails to play 5 consecutive cards during its turn.**
- **When his turn is over, it's your turn, and you play according to the standard rules.**
- **The game ends according to the standard rules.**

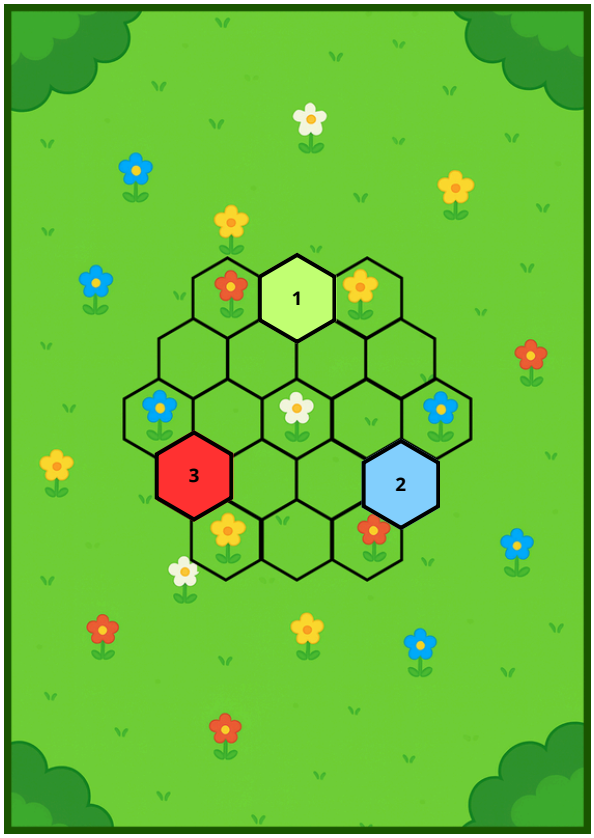
Attention!

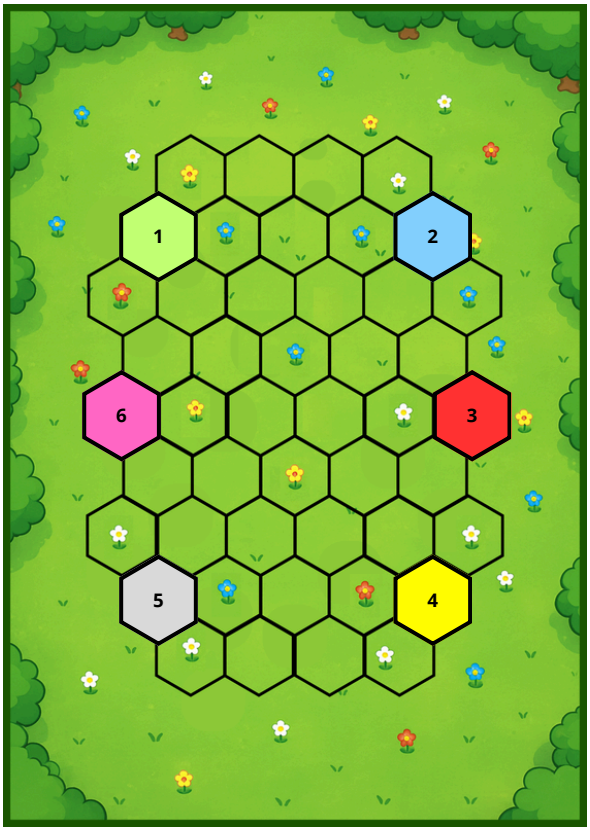
If the game is still too hard for you, make a small deck of the cards Stop Slime, Stop! and Adventurous Slime. Every time you discard cards from your hand, you can choose to draw from this deck instead of the main deck.

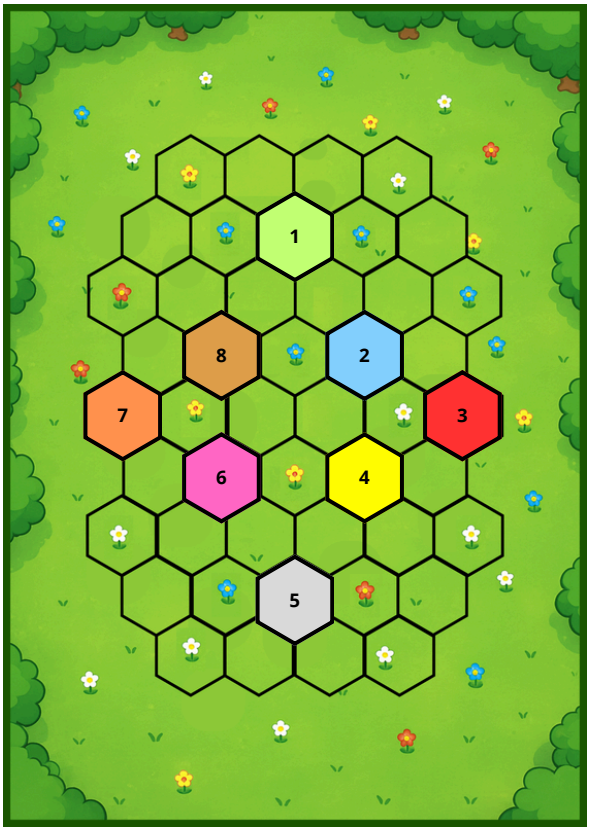
Fixed-start suggestions

The numbers indicate the order of the players whose starting position is marked with a colored hex.









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