



GUILAUME SANDANCE
PHIL VIZCARRO



PHIL
VIZCARRO

SLIME ON!

2 players
15 minutes
8yo+



CONTENTS

42 Slime cards
6 rules cards (French)
1 First Player card

[Our Other games here!](#)

GOAL

Slime On is an auction and collection game, in which you will try to collect groups of Slimes, to score as many points as possible!

FOREWORD

Slimes are small creatures made of a gelatinous material, which live hidden under leaves, deep in forests. In Slime On, players catch slimes to collect them. During their turn, a player captures up to 3 slimes and can perform a special action, linked to one of the slimes they collect.

There are 8 families of slimes made up of 5 identical slimes each.

At the end of the game, players will earn points based on the collections of Slimes they have.

BEWARE:

Only families composed of a number of slimes in odd quantity give points at the end of the game!

SETUP

- Remove the *Niji* and *Taberu* Slimes from the deck.
 - Shuffle the remaining cards and deal 3 cards randomly to each player.
 - Reintegrate *Niji* and *Taberu*, shuffle the deck again and place it face down in the center of the table.
 - Reveal 8 cards by laying them all around, so as to create a 3 by 3 square, with the draw pile in the center.
- This square is called "The Forest".
The draw pile in the center is called "The Center".
- Designate a first player as you wish.



GAME ROUND

Alternately, you will bid (or outbid) by betting a number of cards from your hand, until one player passes, letting the other win the auction.

2!

3!

4!

i
PASS!

When you win the auction:

1. Lay your bet cards leaf side down in front of you, in a pile called a *Leaf Pile*.



2. Choose 3 cards in a line or in a column that are in *the Forest*, and place them in front of you. If one of the cards happens to be a center card, do not reveal it to your opponent.



You can then play the Power of one of the cards you just picked up (see "Slime Powers"). Apply its effect immediately.

Then your turn is over.

Add the cards you have chosen to your hand, they will serve you for the next round.

The player who lost the auction...

1. Does not place his bet cards on his *Pile of Leaves*.
2. Bids first in the next round.
3. Chooses a line or column and can choose to take a line or a column comprising only 2 cards.

It is forbidden to bid a number of cards that we do not have in hand.

When both players have taken their turn, reconstitute a square of 9 cards by drawing them from the *Center*. A new round begins.

GOOD TO KNOW

The point of betting your cards is that it allows you to secure them in the **Pile of Leaves**.

However, it is important not to play them all right away, otherwise you will no longer have the hand against an opponent who would have more cards than you each turn.

You can view the contents of your **Pile of Leaves** at any time during the game, but **you cannot change the order of the cards**.

NIJI

Niji the Rainbow Slime works like a wildcard

At the end of the game, combine it with any family, he'll play the role of a Slime of this family.



TABERU

Taberu, the Black Hole Slime is a dead weight in hand. You can bid with him but above all you must not have it in your **Pile of Leaves** at the end of the game.

At the end of the game, if Taberu is in your Pile of Leaves, he eats your largest slime family. Discard these cards, as well as Taberu, without scoring their points.

END OF GAME

As soon as there are no more cards in the **center** deck, end the current turn, so that both players have taken the same number of turns, and the game ends.

When the game ends, you may add up to 3 cards from your hand to your Pile of Leaves. Discard the rest.

Sort the cards in your **Pile of Leaves** by Slime family and **keep only those with an odd number of cards**. Discard the others.

For each family of Slimes still in your possession, score points according to the quantities:

1 SLIME = 1PT
3 SLIMES = 3PTS
5 SLIMES = 5PTS

If you have at least 1 slime from each of the 8 families, you score an additional bonus of 7 points.

Add up all your points.
The person with the most points wins the game!

In case of a tie, the person with the most slime families wins!
In the event of another tie, no one wins!

And now, set those poor slimes free!



*Thank You!

SLIME POWERS

AKUMA Swap a card* from your hand with a card** from your opponent's hand

MIRUKA Send a card from your opponent's hand** to their Pile of Leaves

NOHO Your opponent swaps a card* from their hand with the Center card

TENSHI Send up to 3 cards* from your hand to your Pile of Leaves

SUITO Return the top card of your Pile of Leaves to your hand

YASAI Swap a card* from your hand with a card* from the Forest

OTOSU Swap the position of 2 cards in the Forest

GAIJIN The opponent shows you 3 cards* from their hand.

*Chosen

**At random

© Cosmo Duck 2022. All rights reserved.
Forbidden reproduction.
www.cosmoduck.com

