

The Great Slime Tournament

A fast-playing, abstract battle game by Zachary Sockol

Game Overview

The Great Slime Tournament takes place during The Slime Championship, the biggest slime sporting event of the year. Can you lead your slimes to victory in The Great Slime Tournament?

Objective

In order to win a game of The Great Slime Tournament you must successfully lead your slimes across the field and knock 3 of your opponent's slimes off the board. Whoever does so first wins.

Components

- Game board: the colored spaces indicate the starting areas for the Red and Blue players
- 10 slimes: 5 slimes per player (in Red and Blue)
- 24 Movement cards
- 2 Reference cards
- 2 Rulebooks

Setup

Place your 5 slimes on your starting area; your opponent does the same. Shuffle the deck of movement cards and deal 3 to each player. Place the remaining cards on the Deck space of the board.

Randomly choose a player to go first.

Playing Your Turn

Your turn has three steps:

1. Draw a Card
2. Use a Rewind (optional)
3. Play a Card

After you play your card, your opponent takes their turn. The game ends immediately if one player has 3 of their slimes pushed off the board.

1. Draw a Card

Draw a card from the movement card deck. If ever there are no cards in the deck, reshuffle the discard pile to reform the deck.

2. Use a Rewind (optional)

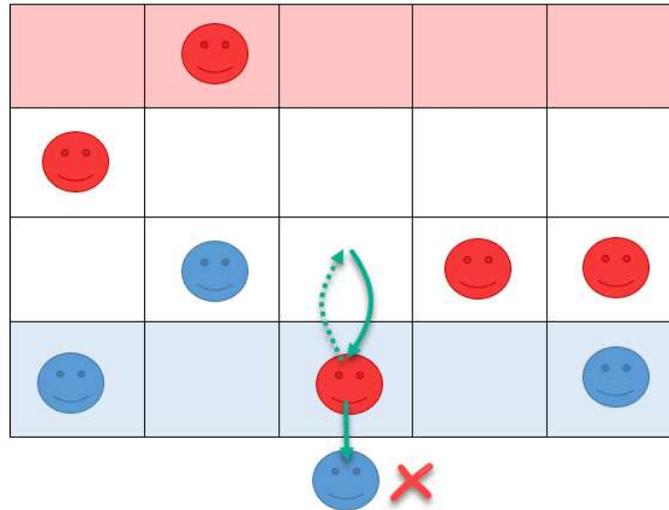
Rewind tokens allow you to “undo” your opponent’s previous move. These are powerful tokens, so use them wisely!

Using a rewind token lets you return the last slime that your opponent moved back to the space it started its movement from. You can only use a rewind on the slime that moved, not one that was moved by a card effect.

This does NOT undo any effects of the card played, nor does it undo any pushes that your opponent’s slimes did to you: your slimes stay exactly where they are. This also means that you cannot use a rewind to save a slime that has already been pushed over the edge.

You earn a rewind token every time one of your slimes is pushed off of the edge of the board. Place the slime on one of the rewind circles below your starting area.

Rewind Token Example:



Red has just moved a slime to the bottom row, knocking off a blue slime. Blue can use a rewind token to make the red slime move back to where it started (follow the dotted line), but this would not bring back the blue slime that was pushed off the board.

3. Play a Card

You must play a card, if you are able. After making the move indicated on the card, you may choose to apply the effect (described under the movement) of the card as well. After the effect is resolved, place the card in the discard pile.

To play a card, first choose one of your slimes to move. That slime can move in any direction indicated by the arrows on the card (usually one space, but sometimes two). You cannot move to a space that is already occupied by one of your own slimes.

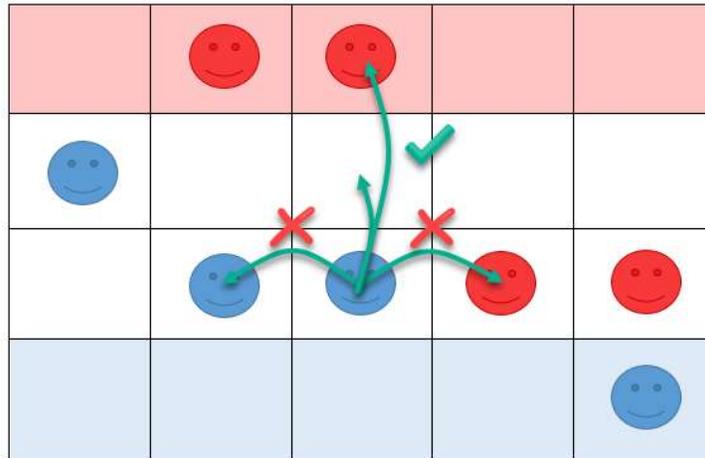
If there is an opponent's slime in the space that you move to, that slime is pushed one space in the direction that your slime is moving. If this causes it to be pushed off of any of the 4 edges of the board, that slime is knocked off; your opponent removes it from the board and gains a rewind token (use the KO'd slime as the rewind token, placing it on one of the rewind circles below their starting area).

A slime cannot be pushed into a space that is occupied by another slime. This may make certain moves impossible.

You cannot push your own pieces, nor can you voluntarily move your pieces off of any of the 4 edges of the board.

If you cannot play any of your cards (because all of your possible moves are blocked by your own slimes, for example), you must reveal your hand to show that all of your moves are impossible. Then, choose one of your slimes to move one space forward or backward, and discard a card of your choice.

Card Play Example:



In this example, the blue player wants to use Charge from their middle slime. They cannot use it to move left, as their own slime is in the way. They cannot use it to move right, as a slime cannot be pushed into another slime. They can move forward one space, but if they use Charge to its full effect and move forward two spaces, they will push the red slime off the board.

Basic Version

For a simpler game of *The Great Slime Tournament*, ignore all effects on movement cards. This is a great way to learn the basics of slime combat!

Appendix: Card Text

There are 10 different cards in *The Great Slime Tournament*. Here is the text of each card, along with some notes on the more advanced cards.

Advance: If you have any other slimes in your starting area, you may move 1 of them 1 space in any direction.

Charge: (no text)

note: while Charge has no effect, it is 1 of 2 cards that lets you move a slime 2 spaces. You can push a slime 2 spaces if it is right next to you and you move the full 2 spaces.

Effect Barrier: Ignore all effects of your opponent's cards until your next turn. They can still use cards to move a slime.

note: your opponent can still play a card to move their slimes (including pushing), they do not get to use the effect of the card they play, though.

Evasive Maneuvers: Move 1 of your other slimes 1 space backwards in any direction.

note: the second slime must move backwards towards your starting area, so there are at most three spaces it can move to.

Lunge: (no text)

note: while Lunge has no effect, it is 1 of 2 cards that lets you move a slime 2 spaces. You can push a slime 2 spaces if it is right next to you and you move the full 2 spaces.

Paralyzing Strike: Choose an opponent's slime that is adjacent to this slime. The opponent's slime cannot move until your next turn.

note: while the paralyzed slime cannot itself move, it can be moved or pushed by other effects.

Plot: Shuffle the discard pile back into the deck. Look at the top 3 cards of the deck and put them back in any order.

Psychic Assault: Both players shuffle their hands into the deck and draw 3 cards.

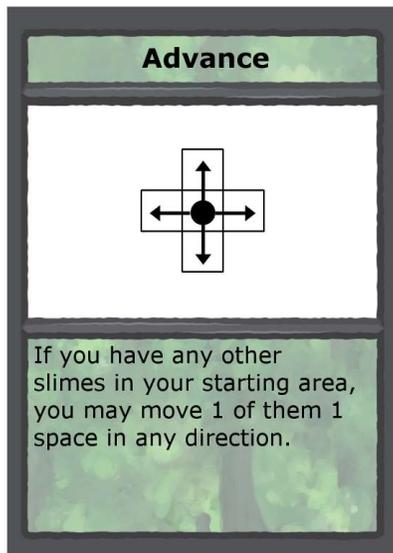
Slime Blockade: This piece cannot be pushed until your next turn.

note: while it cannot be pushed, this slime can still change places via Switch.

Switch: Swap spaces with an opponent's slime that is adjacent to this one.

note: the swap does not count as moving that slime, so it cannot be undone by a rewind. The original move can, however.

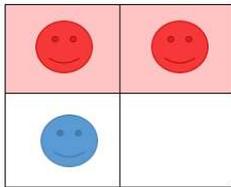
Card Breakdown:



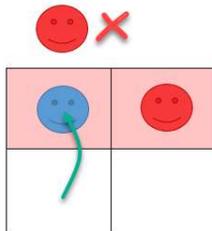
← **Movement:** The directions your piece can move

← **Effect:** Effects are optional and happen after movement

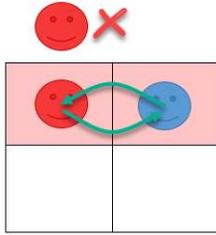
Switch and Rewind Example:



Here's the initial setup when Blue decides to play Switch. First, Blue moves their slime one space forward, knocking the Red slime off the back edge



Next, Blue performs the Switch, swapping spaces with the adjacent Red slime. After this, Switch has resolved



On their turn, Red uses a rewind token. This undoes Blue's move, returning the slime to its original position. A rewind token does NOT undo the swap, so the Red slime remains where it is, nor does it save the other Red slime that was pushed off the back edge

