



Yururukana IQ

Slime Monster

슬라임 몬스터

Story



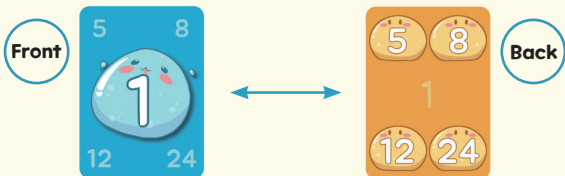
Once upon a time, horrifying Adventurers raided the Dungeon, where Slime Monsters live. Slime Monsters must defend their territory from the attack.

Calculate and place all of your Slime Monsters! Slime Monsters can be divided and combined.

Components



- ☐ 1 Rulebook
- ☐ 28 Slime Monster Cards
(1-6, 8, 12 (2 each) / 7, 9-11 (3 each))



- ☐ 8 Adventurer cards
(1~6, 8, 12)
- ☐ 5 Pass cards



- ☐ 3 Operator Markers



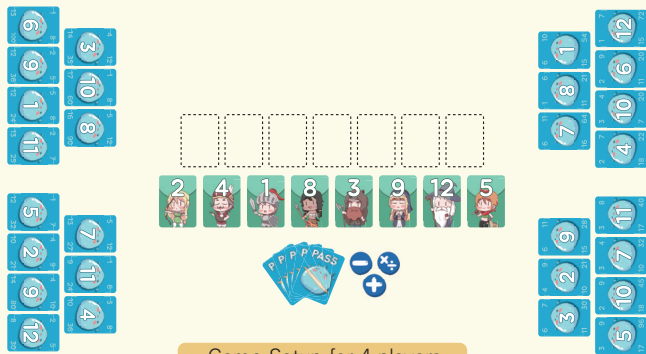
Game Setup



1. Shuffle 8 Adventurer cards (7 cards for 2 players) and put them in the middle side by side. **Do not put them in ascending order, but randomly.**
2. Shuffle all the Slime Monster cards and deal them to each player according to the number of players. Return all the remaining cards to the box.

Number of Players	Adventurer Cards	Slime Monster Cards
2	7	10 each
3	8	9 each
4	8	7 each
5	8	5 each

3. Put **3 Operator Markers** and **5 Pass Cards** in the middle.
4. Each player puts down all the cards **face up** in front of themselves.
5. Decide the start player randomly.



Game Setup for 4 players

Playing the Game



One after another, in clockwise order, each of you must play **one of following actions**:

1. **Slime Monster Card Play**: Play one or more Slime Monster Cards.
2. **Divide or Combine**: Exchange your card with a card in the middle.
3. **Pass**: Turn over one of your cards and get a pass card. (Only once)

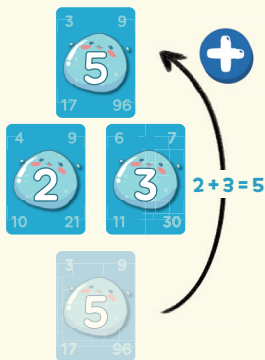
If you cannot play an action, you **lose** the game immediately.

If you don't have any cards left or if all the other players except you lose the game, you **win** the game.

Action 1: Slime Monster Card Play

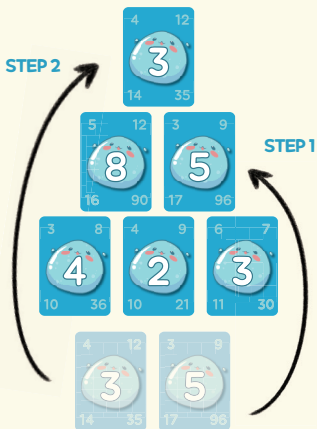
Slime Monster Cards can only be placed in a higher row whenever two cards are already in place right below.

You can play a card only when its value is the result of **addition(+)**, **subtraction(-)**, **multiplication($\times$)**, or **division($\div$)** of each value of the cards right below.



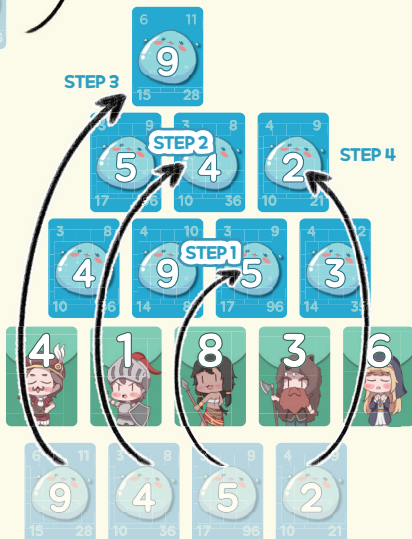
Example: The value must be the result of a calculation.

You can play **additional** cards, if you can play them right above the card, you've played in this turn.



Example: Additional cards can only be placed right above the card, you've played in this turn.

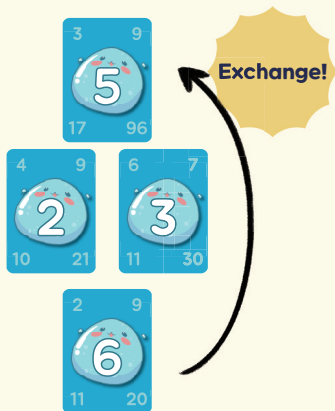
Example: Like step 4, it doesn't matter whether you've just played or not. If the card is played in this turn, you can place an additional card above it.



Action 2: Divide/Combine

You can exchange one of your cards with a card in the middle.

The card's value must be the result of **addition(+)**, **subtraction(-)**, **multiplication($\times$)**, or **division($\div$)** of each value of the cards right below. Also, there must be no other cards right above the card, you want to exchange.



Important! The value of both cards, you want to exchange, must be **different!**

Example: You cannot exchange "5" card with "5" card. The value must be different.

After that, **turn over** the card you've just exchanged and put it down in front of you. That slime monster is now **divided**, and it has 4 values. When you bring the divided slime monster, it **combines**, and has only one value.



Example: Slime Monster with 5 is now divided. Now it has 3, 9, 17, and 96.

When you play a divided slime monster, you can freely choose which value you would like to use. But if you want to play additional card above it, **you can only choose the value you've used in this turn.**



Example: You've played a divided slime as a 3. You must use 3 to play an additional card above in this turn. You cannot use any other values.

When you use a divided slime monster in the middle, you can also freely choose which value you would like to use.



Example: In a previous turn, Kevin played a divided slime monster using 3. Allison uses the same slime monster, but in this turn she uses 9.

After the exchange, take one **Operator Marker** you want. You can take a marker either **from the middle** or **from someone else's**.

At the start of your turn, put the operator marker back in the middle.

If a player has an Operator Marker, other players **cannot use the same operator** in calculation.

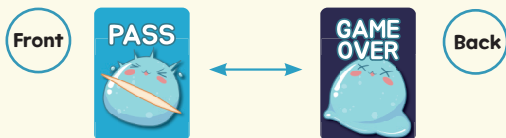
Example: Kevin has $+$ marker, and Allison has $-$ marker. Other players have no choice but to use $\times \div$ in calculation.

Action 3: Pass

When you cannot or don't want to play other actions, you can **pass**.

When you pass, take a **Pass Card** and put it down in front of you. You can pass **only once in a game**. Then **turn over** one of your cards.

If you already passed, and cannot choose any other actions, you must turn over your pass card, and lose the game.



Example: Turn over your pass card to indicate you've lost.

Tip: You can also pass, even if you can play other actions. Try to use it as a strategy.

Game End



The game ends **immediately**, when a player doesn't have any cards left, or when all but one player lose the game.

The player who has played all of their cards, or who survived, **wins** the game.

2 Player Variant



In a 2-player game, only the following rules differ to those of the original game.

Game Setup: Use only 7 adventurer cards.

Game End: When a player cannot perform an action, the game does not end immediately. Instead, the following happens.

- ☐ If the starting player cannot play an action, the other player takes **one more turn**.
- ☐ If the non-starting player cannot play an action, the game ends immediately.

The player with **the fewest cards** wins the game.

If both players have the same number of cards, add all the value of their cards. The player with the lowest total wins the game.

Important! Add only the lowest value for the divided slime monsters.

Variant: Point System



Tip: If you have played this game several times, we recommend applying this rule.

Play 3 games and the player with the least points, wins the game.

The game ends when this happens:

When a player plays all of their cards

Complete the current round so that each player has played the same number of turns.

When all but one loses the game

If the surviving player sits closer to the starting player in clockwise order than the last eliminated player, the game ends immediately. Otherwise, the surviving player gets one more turn.

If a player has played all of their cards, that player gets **-6 points**.

If a player has some cards left, the player adds all the value of their cards. The total is their point.

Important! Add only the lowest value for the divided slime monsters.

Tips



In Slime Monsters, players build a pyramid with 36 slime monster cards.

As the game progresses, the available spaces to place cards become limited.

The key to this game lies in deciding when to play cards, how many cards to play, and whether to disrupt others by placing your card in a spot they were aiming for.

Players can also hinder others by dividing or combining slime monsters. But since this action doesn't reduce the number of cards, it's important to use this tactic wisely.



Q & A



Q1. How can I exchange my card with a divided slime monster in the middle?

A1. To exchange, you must play a card with a value, that do not match any of the 4 values in the divided slime monster. Therefore, if you want to use your divided slime monster to exchange a divided slime monster in the middle, none of the 8 values should match.

Q2. Can I play a card, after I divide/combine a slime monster, or after I pass?

A2. No, it's not possible. You can play only one action on your turn.

Q3. What happens if players take all the Operator Markers, and nothing is left in the middle?

A3. Since you cannot divide/combine or play cards, you must pass. If you have passed before, you lose the game.

Q4. When I divide/combine or pass, should I turn over the backside card, too?

A4. If you need to (or want to) turnover the backside card, you must turn it over to the front side.

A game by Yururukana IQ

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