



rev.1.1E

i. Set Contents

a) Number Cards

11 kinds of 3 to 7, 9 to 13, 15.

The number represents the size of the slime.

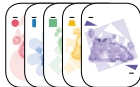
One set of red, blue, yellow, green and purple, total 55.



b) Blank Cards

Red, blue, yellow, green, purple one each.

It is not normally used. Use it as a spare card or expansion card.



ii. Purpose

Let's mix various sizes slimes and **CREATE LARGER SLIME**.

However, if it becomes too large, the slime will collapse due to its own weight.

Let's adjust the size well so as not to collapse and make the biggest slime "**Best Of the Super Slime**" than anyone else.

iii. Preparation

Number of players:

5 people:



Use all color Number Cards.

4 people:



Use red, blue, yellow, green Number Cards.

3 people:



Use red, blue, yellow Number Cards.

note: You may change the color to use depending on the preference of the you or friends.

MIX ALL THE CARDS you use, shuffle well, and distribute 11 cards to each player.

Please decide Dealer in some way, start the game.

iv. How to play the game

a) Overall flow

1 game will be held in 11 rounds. Players will play cards one by one from your hand for each round.

b) Round flow

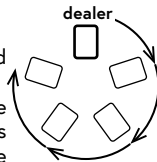
From the dealer, play one card in clockwise direction.

Neither the dealer nor the other players have restrictions on the cards that can be played (It means that there is no follow rule in this game).

When everyone plays a card, compare their strengths. The player who gave out the strongest cards gains all the cards, that player becomes a dealer and starts the next round.

Place the acquired cards face down and set aside so that other players can not see it.

You can check those cards at any time.

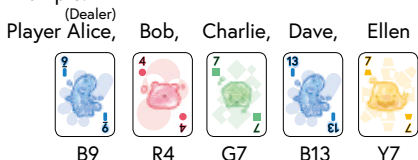


c) Card strength rules

The color of the dealer's card is the weakerest. The other colors are the same strength. If the strength of color is the same, the card with the large number becomes stronger. If the strength of the color and the numbers are the same, the card played later becomes stronger.

note: Strength of color is reset for each round.

Example:



1. Alice(dealer) is playing a **blue** card. Blue cards will be **weaker than cards of other colors** regardless of the size of the numbers. Dave played the card with the largest number, but because it is **the same color card as the dealer** it will lose to another color card.

2. Bob, Charlie and Ellen have **the same color strength**, so compare the numbers. Then, Bob is losing because the number is small.

3. Charlie and Ellen's cards have the same color strength and numbers, so Ellen **who played the card later wins**. Ellen **wins ALL CARDS** and becomes the next round dealer.

v. End of the games.

After the 11th round, each player sums up the figures of cards he earned. That value is the size of each player's slime.

Players whose **size is over 101 are bursts**, so this game is losing. Your slime was defeated by its own weight and it collapsed. That's too bad!

The size is less than 100 and the slime of the biggest player is "**Best Of the Super Slime (BOSS)**", ie the winner. congratulations!

Also, if there are multiple players less than 100 in size, the slime of the smallest player will be "**Worst of the Small Slime (WOSS)**", the most disgraceful loser. Oh My God!

The slime of **A PERFECTLY SIZED 100** player will receive the title of **the Biggest Best Of the Super Slime**, the best winner "**BIG-BOSS**". Let's honor the honor!

If there are multiple players of the largest size, all of them will be **BOSS**, ie the winner. Similarly for **WOSS** and **BIG-BOSS**, if there are more than one person, everyone will be **WOSS** or **BIG-BOSS**.

By the result of the slime, each player gains the following points.

BIG-BOSS	: 6 pts.
BOSS	: 4 pts.
Burst	: 1 pt.
WOSS	: 0 pt.
Other players:	2 pts.

Play the 3 game and the player with the highest total score will be the final winner.

vi. About Blank Cards

If you get used to the game, please consider playing with blank cards. You can enjoy this game further by writing any number on the blank card, adding it, or replacing it with another card. Please, try it.

vii. Credit

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Production / Writing :
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