



# **KING OF SLIMES**

**BY SPROUTLI GAMES**



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**Written and Developed by  
Patrick Lapienis**

**Layouting and Typesetting by  
Patrick Lapienis**

**Cover Art by  
Meryn Mercer**

**Interior Art by  
Meryn Mercer**

**Play Testers  
Robert Moore, Jainil Patel**

**Editing by  
Jekka Bailey, Lorraine Kelleher, Chelsea Kuipers,  
Renis Lapienis, Robert Moore, Jainil Patel**

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## GAME OVERVIEW

**King of Slimes** is a party game where two or more players take turns pulling handfuls of candy from a bowl, with the goal of collecting the most candy before the bowl is empty. Competition is encouraged through the game's mechanics, allowing players to Sabotage one another in hopes of forcing their opponents to return a portion of their candy to the bowl. With the game's short duration it is common to play multiple rounds one after another, each time adding a different rule to the game.

## INTRODUCTION

Slimes are simple low level balls of gelatinous goo that are often found roaming the fields and forests around small villages. Coming in a variety of colors and sizes, Slimes have grown to become the pinnacle of what a weak monster should be. They are easy to kill, explode in a visceral display of Gel, and even reward the killer with 5 experience points.

Contrary to popular belief, these Slimes don't exist solely to be mowed down by 'Heroes' with rusty daggers. They have dreams and aspirations just like everybody else, and no dream is grander than to be crowned the next King of Slimes, the Boss Monster of the Slime Plains. Since this prestigious title is only given to the largest Slime in the region, these meek creatures spend their days scouring the plains absorbing the Gel lost by other Slimes. This all must be done while avoiding the wrath of Adventurers who are looking to gain a few easy levels.

Each player will take on the role of one of these Slimes, competing with each other in order to become the next King. However, the road to the top is not one for the faint of heart, as what starts as a simple candy collection game can quickly spiral into an all-out war over who gets to control the Slime Plains.

## WHAT DO YOU NEED

The primary item required to play King of Slimes is a bunch of candy in assorted colors. It is recommended that the candy comes in 3 easily distinguishable colors, and that you have 15 - 20 pieces of candy per player. This candy should be stored in a bowl, box or bag and placed within arm's reach of all of the players. The more candy held in the bowl at the start of the game, the longer each game will take.

**While any candy can be used, the ones that are individually wrapped and have similar shaping are recommended as players will be grabbing candy at random and putting it back in to the bowl.**

**In addition to a bowl of candy, each player will need a paper sign with the word “Vibrancy” written on it. The purpose of both of these items will be explained further.**

***Candy in the bowl should be evenly distributed between the possible candy colors.***

**Tokens, coins or glass beads can also be used, but it is not recommended that you eat these like your Slime would.**

## **CREATING A SLIME**

**Within King of Slimes, each player takes on the role of a lowly Slime, trying to gather Gel and be crowned the next King. This Slime is represented by all the candy collected by the player, the more candy a player has, the larger their Slime is. This candy sits in front of the player organized into piles based on color.**

**Prior to starting the game players should pull out 2 of each candy color from the bowl, and place them into piles in front of them.**

**The next step is to determine the color of each player’s Slime. This is done by having each player pull a single candy at random from the bowl. The color of the grabbed candy determines what color the Slime is, and the Slime’s favorite flavor of Gel. Once chosen this candy is held onto by the player and added to their candy hoard. Collected candy of this color is referred to as Vibrancy.**

Vibrancy can be used to escape from Adventurers or Sabotage other Slimes, both of which are discussed in more detail on the following pages. Players can then conclude their Slime creation by placing the paper “Vibrancy” sign in front of their Vibrancy pile, signifying to other players the color of their Slime.

Once everything is set up, each player should have 7 pieces of candy, 3 in their Vibrancy Pile, and 2 in both of the remaining two piles.



Depending on the number of players and the desire for teams, it may be beneficial to look at the Optional Rules section near the back of the book for different methods of setting up the game.

## PLAYING THE GAME

Starting with the player who most recently ate candy, the group goes around the table taking turns grabbing a random handful of candy from the bowl. This grab can be a single piece of candy, or it can be full hand of a dozen or more pieces, its size is completely at the discretion of the player. Any candy taken from the bowl must be removed with a single hand, while not looking at the bowl's contents.

Once a handful is grabbed it is placed near the center of the table and shown to the rest of the players. This collection represents all of the Gel your Slime scavenged over the course of the day, but it is also used to determine the strongest Adventurer your Slime encountered on their travels. This Adventurer has two important attributes, Level and Color.

To define these attributes, examine the handful for the color that composes the majority of the grabbed candy. This majority color represents the color of the Adventurer, and the number of pieces of candy this color represents the Adventurer's Level.

For example, in a handful containing 6 pieces of candy, 3 blue, 2 red and 1 green, the strongest Adventurer that the Slime encountered that day would be a Level 3 blue Adventurer.



In the event of a tie between two or more color majorities, it is the player's choice on which color is used.



In order to determine the outcome of an encounter with an Adventurer, the player compares the number of candies they have collected in their hoard of the same color as the Adventurer's color against the Adventurer's Level. If the number of matching candies in the Slime's hoard is equal to or greater than the Adventurer's Level, then the Slime is able to defeat the Adventurer. Defeating the Adventurer allows the Slime to keep all of the Gel it gathered that day, and the player adds all of the candy grabbed in the handful to their hoard.

However, if the Slime's hoard is not able to meet or exceed the Level of the Adventurer with their matching candy color, the Slime is defeated, scattering their Gel in an explosion. Since Slimes can never really die, they instead are reborn from the largest remaining piece of their Gel. When a Slime explodes, the player puts the handful back into the bowl, and return half of the candy in both of their non-Vibrancy piles to the bowl as well. In the event of an uneven split, the player keeps the larger half.

**Special Case:** When a Slime encounters an Adventurer the same color as their Vibrancy, the Slime always wins the confrontation, no matter the level of the Adventurer.

## **SLIME DECOY**

In moments of dire need, Slimes have been known to use a piece of themselves as a Decoy, allowing them to escape a fight. When confronted with an Adventurer that cannot be defeated, the player may take candy from their Vibrancy Pile and add it to the current handful. If the player adds enough candy to change the handful's majority to match the Slime's Vibrancy color then a Decoy will be spawned. This allows the Slime to escape, at the cost of returning the current handful and the added candy pieces back to the bowl. This is a costly move, but it is often better than exploding.

## **SLIME SABOTAGE**

The road to the top isn't the easiest and may force a Slime to play a little dirty. It is not unheard of for Slimes to use a Decoy to lead high level Adventurers to other Slimes, in hopes of taking out their competition.

When a player grabs their handful and reveals it to the group, other players may add candy from their Vibrancy Pile to it. By adding candy to the handful the color majority may be increased or shifted, causing the Adventurer to level up or change color. This can be used strategically to create a unique challenge and Sabotage players.

Slimes of the same color are able to help each other instead of Sabotage. This can be a very helpful process, but it is important to remember that only one Slime may be crowned King at the end of the game.

## **END OF THE GAME**

Once all of the candy is removed from the bowl and is held in the players' hoards, the game ends.

At this point the players count and sum up the candy held in their hoard. The player with the most candy has become the largest Slime and is crowned the new King of Slimes.

*In the event of a tie, the player with the most Vibrancy wins.*

## ROYAL DECREES

If multiple rounds are being played in a row, the player who was crowned King in the previous round can add a new rule to game in the form of a Royal Decree. These rules can vary the game greatly depending on the type of ruler their Slime becomes.

Only one Royal Decree can be in place at a time, when a new King is crowned, the previous rule is abolished and a new rule is chosen from the list below:

### LAZY KING

No Royal Decrees

### TYRANT

When a Slime explodes, the player returns half of all of their candy, including Vibrancy candy, to the bowl.

### GOOD KING

At the end of each player's turn, the active player gives a candy to the player with the least candy in their hoard. The player with the least candy doesn't have to give any on their turn.

### WARMONGER

When a Slime explodes as a result of a Sabotage, the player that caused the Sabotage gains all of the candy that is lost from the player's hoard. If more than one player caused the Sabotage, they split the candy equally, throwing unequal excess back into the bowl.

## PEACEFUL KING

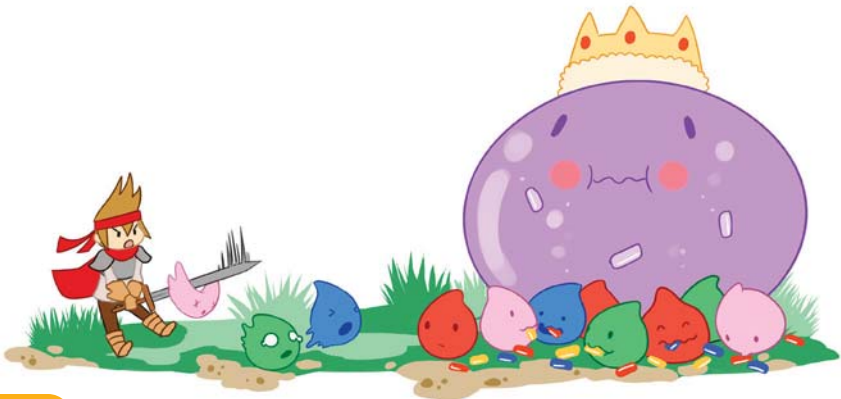
When a Sabotage is performed, the victim of the Sabotage keeps all of the Vibrancy candy added by other players instead of returning it to the bowl with the rest of the lost candy.

## COMMUNIST LEADER

When a Slime explodes, the candy that is lost from the player's hoard is distributed evenly to the other players instead of being put back in the bowl. If there isn't enough candy to be distributed equally, return the unequal excess to the bowl.

## MAD KING

A Slime's Vibrancy color is whichever pile in their hoard has the most candy, instead of being the same for the entire game. If after a Grab, Decoy or Sabotage a different pile has the most candy, the player switches their Vibrancy sign to the now larger pile. If two or more piles are tied for majority, the player may choose which one of the colors becomes their new Vibrancy.



## OPTIONAL RULE: MORE CANDY COLORS

Within a large group of players, it may be beneficial to use more than three colors of candy, thus reducing the chances of teams forming and adding more variety to the game. If more colors are used, players will still start with 2 candies of each color and 3 in their Vibrancy at the beginning of the game.



## OPTIONAL RULE: ASSIGNED VIBRANCY

Rather than drawing Slime colors at random from the bowl, players may instead prefer to determine slime colors manually. Popular options for this are to ensure each player is a unique color, or to form even teams. Even though a Vibrancy candy is not drawn to determine color, players should still start the game with 3 pieces of candy in their Vibrancy Pile and 2 in the others.

## GLOSSARY

**Active Player:** The player who is currently pulling candy from the bowl.

**Adventurer:** A hero that hunts down Slimes in order to gain experience points and level up. Within each handful, the color and quantity of the majority candy determines the Color and Level of the Adventurer encountered by the Slime.

**Candy Hoard:** All of the candy collected by an individual player. Used to represent how much Gel your slime has gathered, and how big they have grown.

**Decoy:** The ability for a Slime to leave a portion of its Gel behind in order to confuse Adventurers.

**Explode:** The result of a Slime being defeated by an Adventurer and can occur from an unlucky handful or from a Sabotage. Players can prevent an explosion by using a Decoy.

**Gel:** The scattered remains of exploded Slimes and the primary source of food for Slimes. Represented by candy, it is the player's goal to help their Slime gather as much Gel as possible.

**King of Slimes:** A prestigious title given to the largest Slime in the plains. If a player want's their slime to be crowned King, then they must have gathered more candy in their hoard than all of the other players.

**Level:** The measure of how strong an Adventurer is. Determined by examining the quantity of same color candy in a handful, and used assess whether a Slime can defeat an Adventurer or not.

**Royal Decree:** A new rule added to the game by the Previous King of Slimes. Only one Royal Decree may be in place at a time.

**Slime:** A low level monster, composed of nothing but a conscious mass of Gel. The largest of these Slimes, is crowned the King Slime, and acts as the Boss Monster of the region.

**Sabotage:** A Slime ability used to lead strong Adventurers to their competition, in hopes of causing them to explode.

**Vibrancy:** Candy in a player's hoard that matches the color of their Slime. Unlike other candy colors, Vibrancy can be spent in order to perform Sabotages and Decoys.



