

\$LIME CRIME



Orshia

3-6 Players

20-30 minutes gameplay

The Slime King has ordered six of his most trusted noble slimes - Fire Slime, Ice Slime, Acid Slime, Ghost Slime, Princess Slime and Unicorn Slime to retrieve the stolen Crystal Gem. The Crystal Gem has been a symbol of peace and harmony for the Slime Kingdom for centuries. Without the Crystal Gem, the people of the Slime Kingdom remain in distress fearing that chaos may emerge. The Slime King will reward the noble slime who retrieves the Crystal Gem with 100,000 slime gold. The slimes rush on their own adventure to gather items that will aid in their mission of retrieving the Crystal Gem, but who will bring back the gem first?

Cards

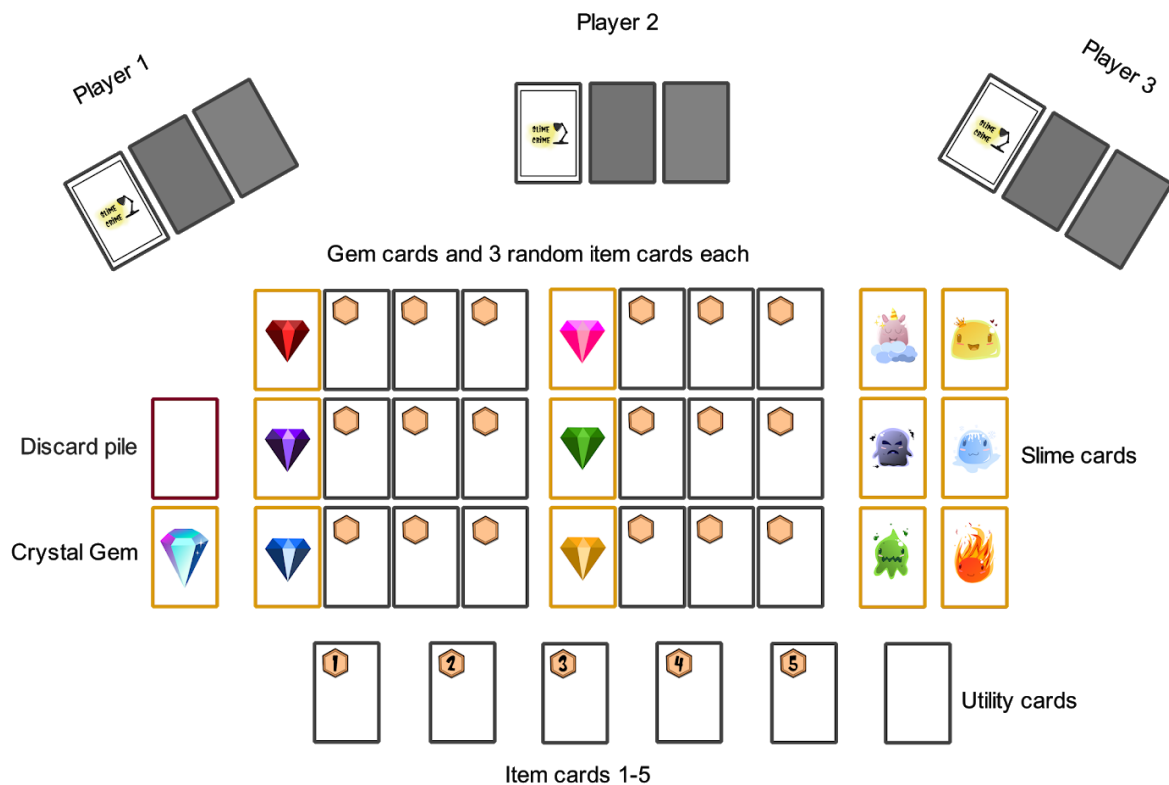
This game consists of the following cards:

- **7 Gem cards** - Fire Gem, Ice Gem, Acid Gem, Ghost Gem, Princess Gem, Unicorn Gem, Crystal Gem
- **6 Slime cards** - 2 sets of Fire Slime, Ice Slime, Acid Slime, Ghost Slime, Princess Slime, Unicorn Slime
- **5 Utility cards** - (7 cards in utility card deck, 2 cards for hand distribution) - Reroll die, Receive no card, Increase die roll, Decrease die roll, Change roll of die into any number
- **5 Item cards** - (15 cards each item card deck, 2 cards for hand distribution, 4 cards for gem distribution) - Poison, Knife, Bag, Torch, Lock
- **20 Bombs** - 4 bombs go into each item card deck

Setup

- **Gem distribution cards** - Place each gem card in the middle. Add 4 of each item card (knife, torch, bag, lock, poison) in a deck and shuffle the deck. Place 3 item cards next to each gem randomly. These are the 3 required items to purchase each gem card. Discard the rest of the remaining cards in the discard pile. For each game, the items required to purchase the gems will be different.
- **Hand distribution cards** - Add 2 of each item card (knife, torch, bag, lock, poison) and 2 of each utility card (reroll die, receive no card, increase die roll, decrease die roll, change roll of die into any number) into a deck and shuffle the deck. Distribute 2 cards to each player for their initial hand of cards and discard the rest of the remaining cards in the discard pile. Each player may pick a slime card randomly facing down and they should keep the slime card **hidden** away from other players. Each player will start the game with 3 cards in total - 1 slime card and 2 randomly distributed cards.
- **Item decks** - Add 15 cards for each item cards (knife, torch, bag, lock, poison) and shuffle 4 bombs in each deck. There should be 5 decks of 19 cards. Each item needs to be in its own deck. Place each deck labelled from 1-5 dice roll in the middle in ascending order. The item cards have to be placed **facing up**.
- **Utility deck** - Add 7 of each utility card (reroll die, receive no card, increase die roll, decrease die roll, change roll of die into any number) into a single deck and shuffle the deck. Place this deck after the item with a die roll of 5.
- **Slime cards** - Place the second set of slime cards in the middle for players to observe the items that are required by each slime to be retrieved.
- **Crystal Gem** - This card is awarded to the player who ends the game.
- **Dice** - Each player should have 1 die

Example setup



Aim of the game

The aim of the game is to collect as many points as possible. Players are encouraged to collect as many points through obtaining gems using their own strategies. When a player collects all the items required by their slime card, they obtain the Crystal Gem which in turn ends the game. Points are then calculated at the end of the game based on the gems collected by each player. Some gems count for 2 points and some gems count for 1 point.

How to play

Distribute 2 random cards to each player. All players will then pick a random slime card facing down, this card should not be shown to other players. At the bottom of each slime card, there are 5 items to be collected by the player. When a player has collected all 5 of their items, they receive the Crystal Gem and the game ends.

Players are able to perform several actions during their turn to try and collect their required items. At the beginning of each round, all players must roll their die. The number on the die in front of each player represents the card they will retrieve at the end of each round.

Starting from the shortest player in height and in clockwise direction, each player are able to perform **one** of the following actions:

- Do nothing
- Take another player's die and their roll
- Play a utility card
- Purchase a gem

Actions

Do nothing

Player chooses to not modify the roll of their die. They will retrieve the card corresponding to the roll of their die at the end of the round. However, the player's current die may be taken by any preceding player unless the current player is the last player of the round to perform an action.

Take another player's die and their roll

Players can choose to take another player's die and their roll but in return, they have to give the player a card from their hand. Players can only take 1 die from another player per turn. The roll of the die taken by the player cannot be modified unless a utility card has been played. Players can only have a maximum of 2 dice at the end of the round.

Play a utility card

Place a utility card from your hand in front of you **facing down**. Do not reveal the utility card until the end of the round. The effects of the utility card only takes place at the **end** of the round after all the players have performed their actions.

There are 5 utility cards:

1. **Increase roll of die** - All dice rolls on the table increase by 1 including the player who played the utility card. This effect also applies to players who took a die from another player. If a player has 2 dice, both increases.
2. **Decrease roll of die** - All dice rolls on the table decrease by 1 including the player who played the utility card. This effect also applies to players who took a die from another player. If a player has 2 dice, both decrease.
3. **Reroll die** - Player may choose to reroll 1 die. If a player has 2 dice, only one of them may be rerolled.
4. **Change the roll of a die to any number** - The player may change the roll of 1 die to any number - meaning they may retrieve a card of their choice at the end of the round if the roll of the die does not get modified by preceding players. If a player has 2 dice, only one of them may be changed.

5. **Receive no card** - Player may select 1 other player to not receive 1 card this round. If the selected player has 2 dice, the selected player may choose which one to not be retrieved at the end of the round.

Purchase a gem

Players can choose to not modify the roll of their die and purchase a gem instead. Players can purchase one of the 6 gems placed in the middle of the game - Fire Gem, Ice Gem, Acid Gem, Ghost Gem, Princess Gem, Unicorn Gem. The 3 item cards placed next to the gems indicate the required items to purchase the gem.

Players need to throw away the 3 item cards from their hand to the discard pile after purchasing the gem. Only 1 gem may be purchased per turn by the player. After a gem has been purchased, it is no longer available to the rest of the players. Gems have different point values.

End of round

Once each player has had their chance to perform an action, all players who played a utility card in front of them may reveal the cards in order from the first player who started the turn first and in clockwise direction. The effect of the utility cards take place one after another until the last player with a utility card has taken effect. After the utility cards have been used, they go to the discard pile.

Players can now retrieve the card corresponding to the roll of the die or dice they have obtained. Players again have to retrieve the cards from the item decks in order from the player who started the turn first and in clockwise direction.

The number on the item cards in the top left corner corresponds to the roll the player requires to retrieve the card.



Example: In order for players to retrieve the knife item, they require a die roll of 1.

The following dice rolls corresponding with the items:

- Knife - 1
- Bag - 2
- Poison - 3
- Lock - 4
- Torch - 5
- Utility card - 6

Bombs

When a player retrieves a card from the item deck, they may encounter a bomb card. The player has to take the bomb card and place it in front of them. The player must also pick up another card from the same item deck. If a player has 3 bomb cards, they have to throw away all but one card from their hand.

Displayed slime cards

Players may consult the slime cards placed in the middle to observe which slime each player may be. The slime cards indicate what items each slime is required to collect.

End of game

The game ends when a player has retrieved all 5 of their items shown on their slime card. The player must yell '**Slime Crime!**' immediately when they have all 5 of the items. The player will also receive the Crystal Gem. Points will then be calculated per player to determine the winner of the game.

Scoring

Each gem retrieved by the player counts for 1 point. If a player collects the gem that matches their slime card (eg. Fire slime with Fire gem), the matching gem will count for 2 points. The Crystal Gem gives the player the ability to end the game and counts for 1 point. The Crystal Gem also breaks ties between players - if players have the same amount of points, the player who has the Crystal Gem will win.