Slime Rancher

Well hello there. Today let me talk about another early access game. Like I said before, I don’t like early access games. Why? I find them always rushed, too long to finally have perceivable results- or to even be launched, look at ARK who isn’t launched yet but have a DLC…- and a lot of the time it’s never what the devs told you it’s going to be. And I don’t know why, but there’s SO MUCH of them that appeared in the past two years it’s making me crazy. So, the first early game I talked about was Stonehearth and I loved it. I will post a little playthrough soon for you too see-when I finally learn how to edit correctly-. Now let’s talk about the second one. Slime rancher.

I must say, this game is bubbly and so cute. You are having a bad day? Play this game. Don’t focus on anything, don’t stress out. Just enjoy this little piece of magic. Oh, and the dev is awesome at updating what he is doing. Since February of 2015 there’s been so much added and patch to the game I am not even mad it is still an early access.

Getting Started

You start as a new farmer on this new planet far away from earth. Being a first person game, you don’t know at first that you are playing Beatrix leBeau- yup the devs wrote it like that so I’ll write it like that- and you must read your mail in your little tent-house to know it. Your mission? Farming slimes to collect their plorts. And yes, by plorts I mean their poop. Slime poop. For some reason, there is a market for it and so here you are, farming them.

Your starting gear is your little house where you sleep and check your mail, your vacuum gun that collects the items and slime in the world and the plot of land you are first given? – I played recently, yup, maybe a little walkthrough soon, and there was a corral at the beginning too. - The controls are basic and you are given a little tutorial on how to use things. You farm has two or three slimes on it, some little chicken and some vegetable and fruit for you to try on your new controls.

You collected all of that stuff. What now? You need to upgrade your farm to be able to be more efficient in your slime loving! You can upgrade your own gear to have a better equipment. You have different buildings to choose from: The Corrals: where you keep the slimes you collect ; a garden where you can plant vegetable and fruits to feed those little slimes; a silo for when you need to store some things like food and don’t have the space in your gun; a coop to have chicken on the ranch and populate so you can feed certain type of slime; a pond for the more watery slimes and one or two more building that are not hyper important. All of those upgrades have themselves upgrades. Unlock them to have better equipment for your garden or coop or even corral.

For your own gear, without naming everything you have more health, more stamina, a jetpack, more places in your vacuum gun, etc.

There are expansions too for your farm: the cave and a wild terrain. At the beginning they cost too much to buy, so you’ll have to do some feeding to make money!

To find new types of slimes or just more slimes you need to explore the world. The first area is the dry reef just outside your ranch. It looks like a little canyon with not too much foliage but a lot of pink slimes. There is berries and carrots, and to be able to pick them up you must be quick, the little slimes are often hungry and eat everything they see. You can even suck in your vacuum some slimes – be aware that the more slime you have on your farm the more you will need to feed. So at the start don’t go overboard.-.

The slimes

You surely have seen all the cute images about the slimes on the internet. Well let me share little of my knowledge.

Pink slime are the basic ones. They eat everything and are not hard to please. You only need to feed them to keep them happy. But because they are the basic ones and their plorts isn’t worth a lot, most people just get rid of them. They are my favorite and I just LOVE THEM so I always keep them until the end.

Rock slimes are the first slimes you encounter when you move further down the dry reef. They are, to your surprise not aggressive in the sense they don’t chase you, but they can hurt you. They have on their backs sharp rocks that when they spin hurt you. They are all blue and only eat vegetable.

After you encounter the Tabby slimes. Yup, cat slimes. Those one are carnivorous and will only eat meat. So that’s one reason you need to have a coop or an endless stock of them. Those slimes are more tricky: they are expert at jumping. Like, they jump over basic corral so easily. I learned that the good way to keep them in corrals are by buying the high walls upgrade for the corrals and by having a net at the top-the net is especially for flying slimes though, but can save you the trouble of running after your tabbies-.

Something I didn’t mention: slimes love other slimes plorts. Not the same species as them though. So if you tabby sees pink plorts they will do ANYTHING to go and eat it. Don’t let them do that. Why?

Largos. That’s what you call a slime that ate another ones plort. It becomes huge. They take both characteristic too. A tabby that eats pink plort will make a giant pink tabby that will eat anything and jump high. Another example: if you mix tabby and rocks that Largo will have both spikes and ears and will only eat meat OR vegetable. They will roll around like rock slimes do but bound too, like tabby slimes. Don’t ever try to mix three types. Trust me, you will see them soon enough in the wild to know what I’m talking about.

Don’t worry about all those details. The dev thought about everything. The slimepedia is there to help you remember or know more details on what you explored, caught etc. It is a great tool to know your slimes favorite food – that makes them have double plorts!- or even if they are sensible to sun.

The updates

Now, I will talk just a little bit of what I noticed from the game on the long run.

- The graphics where upgraded since the first week. A lot of items and place had a ‘’ HD upgrade ‘’.

- Some noises, like the door from your house, the little tingling a plort makes when it moves around were added and are awesome details.

- More slimes and species were added and modified I think. Balanced everything nicely.

- Added more places to explore. I can’t really describe them to you though, I will have to discover them first – or discover together if I do a playthrough-.