

7+

2  
6

15 min

# SLIDE



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## Contents



100 Slide cards numbered 1 to 10  
(10 cards for each number)



1 First Player  
counter

## Goal of the game

In *Slide*, you need to arrange the numbered cards, aiming to score as few points as possible. But watch out, you'll need to keep an eye on your opponents and be one step ahead to win the game!

## Setup

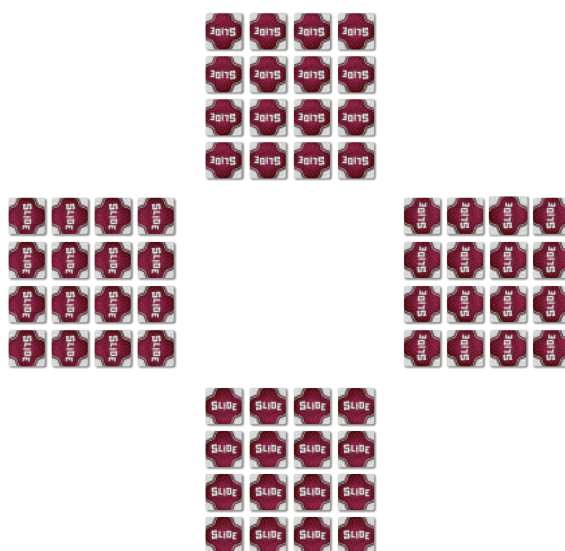
Shuffle and deal 16 cards, face down, to each player.

Arrange your cards into a 4 by 4 square. This is your **grid**.

Return any remaining cards to the box.

Decide who will play first and give them the First Player token.

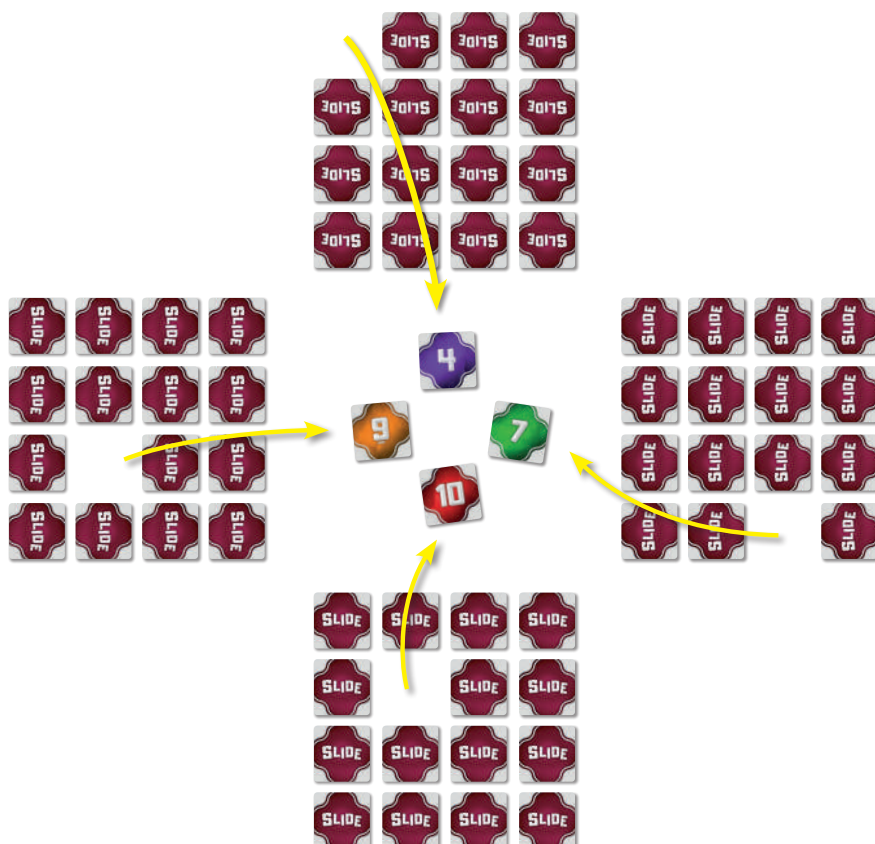
Example of setup for 4 players:



## Playing the game

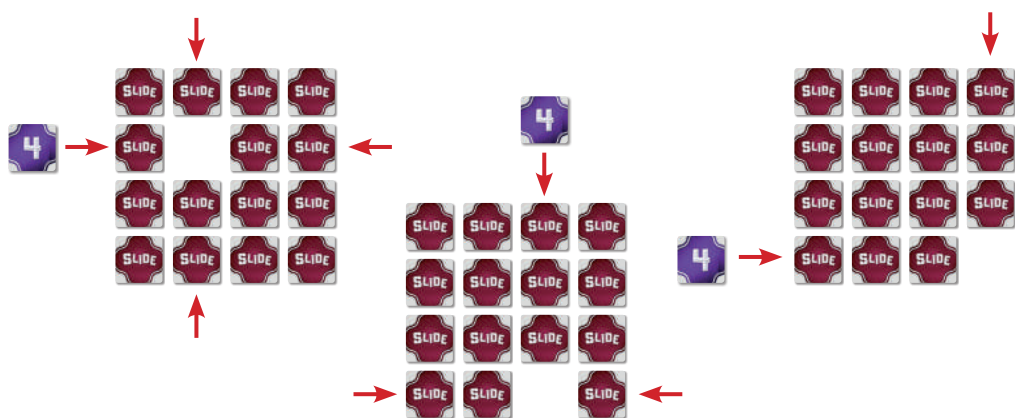
*Slide* is played over 16 rounds. The game ends when all cards have been revealed and played.

Each round, players choose any **face-down** card from their grid and turns it **face-up**, in the middle of the table, **at the same time**.



Starting with the first player and continuing clockwise, each player chooses one of the cards from the middle of the table and places it in their grid.

To place a card in your grid, push (slide) the card into a **row** or **column** to fill an empty space and rebuild the 4 by 4 grid. You cannot slide cards diagonally.



You cannot place a card directly into an empty slot.

**Tip:** Keep an eye on the other players and leave them cards which could disrupt their strategy. Remember, at the end of each round the last player has no choice but to pick up the last card.

The First Player counter passes to the player on the left and a new round begins. When every card has been turned over, count up the scores.

## End of the game

All orthogonally adjacent cards with the same number cancel each other out and are removed from the game.



In this example, the 8s, 10s, 1s, and the two 4s touching cancel each other out. As a result, the player scores 24 points ( $5 + 5 + 3 + 4 + 7$ ).

Each player counts up the values of the remaining cards in their grid. The player with **the lowest score** wins the game.

**In case of a tie**, the tied players count up the number of cards remaining in their grid. The player with the fewest cards in their grid wins. If the game is still tied, those players share the victory.

## Notes

You can choose to play tournament style over several consecutive games. The game ends when you reach or exceed 100 points. The player with the fewest points wins. When playing tournament style, the First Player changes before the start of each game.



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WARNING! Not suitable for children under 3 years old.  
Contains small parts that could be swallowed. Keep  
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