

= Slime (Dragon Quest) =

The Slime is the mascot of the Dragon Quest role @-@ playing video game franchise . Originally inspired by the game Wizardry to be a weak and common monster for the video game Dragon Quest , Slime has appeared in almost every Dragon Quest game since . The character 's popularity led to the appearance of many varieties of slimes , including boss characters , and even emerging as the protagonist of the Rocket Slime video game series .

The Slime has been placed on a multitude of different kinds of merchandise . The Slime 's friendliness , limited power , and appealing form have caused the Slime to become a popular character and symbol of the Dragon Quest series .

= = Character design = =

The inspiration for the Slime came to Yuji Horii , the creator of Dragon Quest , from a role @-@ playing game called Wizardry . " I was really hooked on ' Wizardry , ' the PC game , ... There 's ... slime @-@ looking characters ... , so I got the inspiration from it . I was doodling the slime @-@ looking character and I took it to Mr. Toriyama , who did the character design , and he made it the Slime we see today . " Horii said that when it was originally conceived , the Slime was " a pile of goo " , but Toriyama 's design came back as a tear @-@ drop which they considered " perfect " .

= = Attributes = =

= = = Personality = = =

In most appearances of the Slime , it is an antagonist , and occasionally a boss . In some Dragon Quest titles , slimes also appear as friendly non @-@ player characters and peaceful inhabitants of cities . Friendly slimes usually greet players with the phrase , " I 'm not a bad slime ! " . Slimes , like many monsters in the Dragon Quest series , have a certain verbal tic , " slurp " . Slimes also replace certain words or syllables with the word " goo " (i.e. " human " is " gooman ") , or other words relating to slime or goo , when they speak .

= = = Outward appearance = = =

There are many different types of slimes found throughout the Dragon Quest and Rocket Slime series . These include slimes in different colors , bubble slimes , which look like pools of slime , nautical slimes that wear conch shells , the rare metal slimes , which have high defense , give out large amounts of experience points , and tend to flee from battle , healslimes , which have tentacles , and king slimes , which are very large slimes wearing crowns and come in various versions , such as regular or metal .

= = Appearances = =

The Slime made its first appearance in Dragon Quest as the first and weakest enemy in the game , and has made a similar appearance in all subsequent Dragon Quest titles . In Dragon Quest V , the monster is an easy recruit that learns a variety of magic spells . The Slime is also the protagonist of its own spinoff series , beginning with Slime MoriMori Dragon Quest , a Japanese Game Boy Advance title . It was followed by Dragon Quest Heroes : Rocket Slime , which was released worldwide for the Nintendo DS , and the Japanese @-@ exclusive title , Slime Mori Mori Dragon Quest 3 for the Nintendo 3DS . These games follow a nation of slimes who are intelligent and civilized , but also cute and somewhat comical . In the North American localization of the Dragon Quest games for the Nintendo DS , joking references and puns are made about slimes . Slime also appeared in three crossover games along with characters from Nintendo 's Mario franchise : Itadaki

Street DS , Mario Sports Mix , and Fortune Street .

= = Analysis = =

Reviewers have seen the slime as symbolic of the Dragon Quest series in the same way that the Moogles represent Final Fantasy . Dragon Quest creator Yuji Horii speculated that the popularity of the slime may come from its cuteness , how it is easy to defeat , and while the protagonists change in every Dragon Quest game , the slime is always there . GamesRadar speculated that the intense " grinding " , or fighting of enemies in the Dragon Quest series exposed players to an abundance of slimes , but a positive association was created by their familiarity . Yoshiki Watabe , producer of Dragon Quest VIII , hypothesized its popularity came from it being a " well designed character " , but " simple " , being accessible to anyone .

= = Cultural impact = =

= = = Merchandise = = =

As the most recognizable symbol of the best @-@ selling video game series in Japan , the Slime has been featured prominently in Dragon Quest @-@ related merchandise . It has its own section called ' Smile Slime ' on the Square Enix JP shopping website . Slime merchandise includes plush toys , pencil cases , keychains , game controllers , a stylus , and several boardgames including one titled Dragon Quest Slime Racing . In Japan , pork filled steam buns shaped like slimes have been sold . For Dragon Quest 's 25th anniversary , special items were sold including business cards , tote bags , and crystal figurines .

= = = Reception = = =

The Dragon Quest Slime has received positive reception from critics and fans , being called the " most prolific " of all the " memorable " monsters from the series and is one of the most recognizable characters in gaming . The Slime has also been called cute and charming by several critics , especially when reviewing Rocket Slime . GamesRadar listed it as the most lovable blob in video games , calling them the " equivalent of training wheels " due to how easy they are to defeat typically , but also saying that their weird smile makes players think twice about killing them . They also listed it as a character they wished they knew less about . They stated that while they started out as nothing more than things for players to kill and not feel guilty about , the playable role of a Slime in the Dragon Quest Heroes series made them realize they were more than just generic enemies . In the January 2010 issue of Nintendo Power , the editors listed the Slime among its Favorite Punching Bags , a list including Goombas and Octoroks . They wrote that " The Slimes are just so cute and friendly @-@ looking , it 's almost hard to slay them . But you know , a hero 's gotta do what a hero 's gotta do . "