Hop 8
 	
Choose one:
    a.) all slimes move 1 space to any adjacent space
    b.) move up to 2 slimes up to 3 spaces
	Hop 8
	
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		Teamwork 1
		
		Choose target slime to either:
		1) Split: Split evenly into 2 half-hp slimes on adj space, round up. If no valid space choose closest space.
		2) Combine: Merge with any slime within a 1 space radius. Resulting slime has sum of hps.

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Teamwork 1	**Teamwork** 1	**Bomb** 1
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Bomb 1	**Bomb** 1	**Bomb** 1
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Bomb 1	**Ooze** 9	**Ooze** 9

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	    At the end of a turn, each slime does 1 damage to adjacent enemies
		Ongoing.
		
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Othello 2	**Nutrients** 9	**Telekinesis** 9
Destroy the ongoing cards of each unit caught in a line between any two slimes (unlimited distance)	Ongoing. 'Teamwork' modifier - When Combine ability is used, resulting slime also recovers 4 HP for each slime used in the fusion.	Ongoing. 'Teamwork' modifier – Combine can now be used withing a radius of 2 spaces.

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Blobby	Blobby	Blobby
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