

How to play SlimeShopper

This game is suitable for 2-4 players, aged 7+.



SlimeShopper Objective

To escape the MessySupplies Warehouse as clean as possible!

How to Play

Each player is allocated one coloured pawn and five matching counters. Place the active pawns on the Start tile. Decide who goes first, by each rolling the dice. Highest roll goes first. This player also becomes the Supervisor and will nominate a Deputy.

Take it in turns to roll the dice and move the active pawns around the outer tiles of the board. If you land on a marked tile, complete the instruction before the next player rolls.

If you land on a corner 'sticky spot', you must move one of your coloured counters to the corresponding inner 'sticky spot'. If an opposing player lands on the Gunge Button, you and any other player with counters in 'sticky spots', must move one counter each to the Slime Pit.

If players have multiple counters in multiple 'sticky spots', then the player on the Gunge Button can choose one counter from each player (already in 'sticky spots') to move to the Slime Pit.

Counters cannot be removed from the Slime Pit. Once a player loses all five of their counters to the 'Slime Pit', they are eliminated and will be getting messy.

The winner is the player with the most counters remaining free of the 'Slime Pit'!

Which version of SlimeShopper is right for me?

SlimeShopper Lite


Follow the *How to Play* rules above. At the end of the game, the first player to be eliminated gets messy.


SlimeShopper Xtreme


Follow the *How to Play* rules above. When a player moves one of their counters to the Slime Pit, they must also receive the 'sticky spot' mess, as marked on the tile, from the player who landed on the Gunge Button. At the end of the game, all eliminated players get messy.


Marked Tile Meanings



If you land on this tile...

 **RELEASE** You can remove one counter from any 'Sticky Spot' you are in.





 **+CARD** You must pick up a +Card from the pile and follow the instructions.

 **Nominate** You can nominate one player to move one of their counters to a 'Sticky Spot' of your choice.

 **GUNGE BUTTON** All other players in 'Sticky Spots' must move one of their 'sticky spot' counters to the 'Slime Pit'.

  **PIE TIMER** / **GUNGE TIMER** You have 30 seconds to roll a 6. If unsuccessful, you must move one of your counters to the Pie Stool / Gunge Tank 'Sticky Spot'. For the Xtreme Version, you will immediately receive the matching Timer mess.

'Sticky Spots'

 **GUNGE**  **PIE**  **MUD**  **?** If you land on one of these corner tiles, you must move one of your counters to the corresponding inner 'Sticky Spot'. E.g. If a pawn lands on the outer MUD tile, you must move a counter to the inner MUD Pit 'sticky spot'.

What if all my counters are in 'Sticky Spots'?

If you have all five of your counters in 'sticky spots' and you land on an outer 'sticky spot' tile or you are nominated by another player, the Supervisor can choose which of your existing 'sticky spot' counters will move to the present 'sticky spot' tile.

If you happen to be the Supervisor, the Deputy Supervisor will choose on your behalf.

These instructions are to be used as a guide only and can be changed to suit your situation!

A full instruction video on How to Play, can be viewed on the SlimeShopper advert page