
Welcome To Slime CCG

Slime CCG

Collect and Battle Unique Slime!
Instruction Manual

This guide is meant to provide information to help you get off to a great start
playing Slime CCG .

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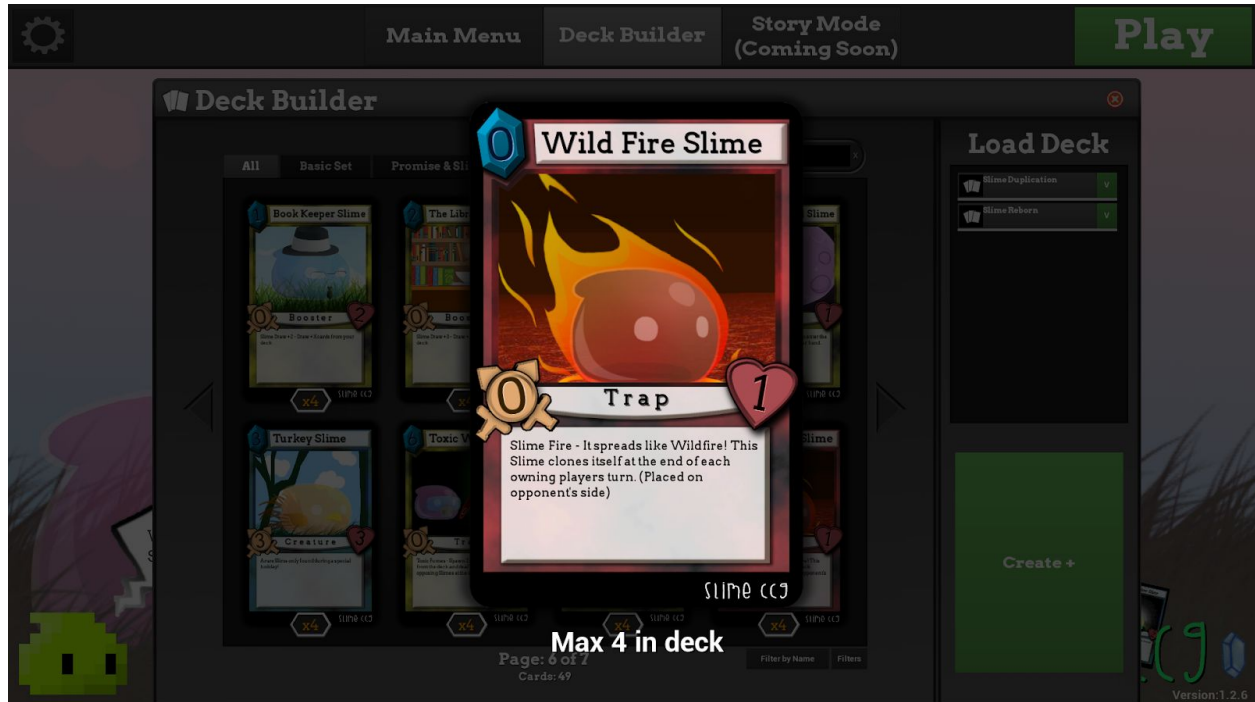
What are Slime?

Slime

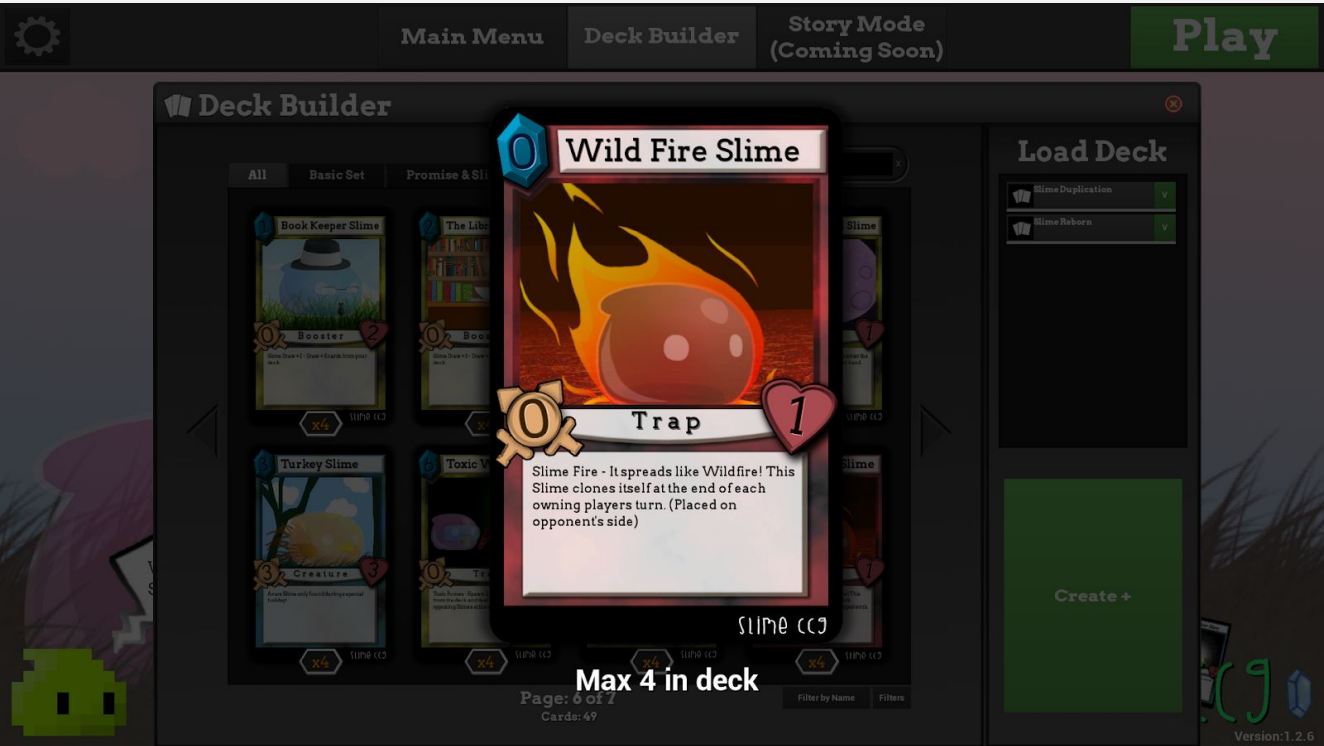
Slime are adorable little creatures that
change adapt to their environment our
adventures are told through these unique
and always changing Slime!

The Slime

There are dozens and dozens of different slimes and new slime are being discovered every day! Some are simple and colorful others have adapted to their surroundings!



This Slime spreads like WildFire! Clone it at the beginning of each turn! (play on your opponent's field). Some Slimes like this one have changed and evolved to survive!



Arenas

Select a unique arena to battle in



Arenas allow the player to change how the layout of the board looks and how the AI will play against you.



Selecting different Arenas allows the player and AI to use different strategies to win Some arenas dont have defined sides for each player allowing Slime and spells/traps to be played anywhere on field!

How To Play

Slime CCG Rules!

Slime CCG has a very simple rule set

- Each player begins by drawing 5 cards.
- Each turn you are given 1 mana that stacks and is reusable!
- Player start with 30 health and if it reaches 0 they lose!
- 50 card minimum deck!
- Some cards have special stipulations as to play sets!

Turn Order

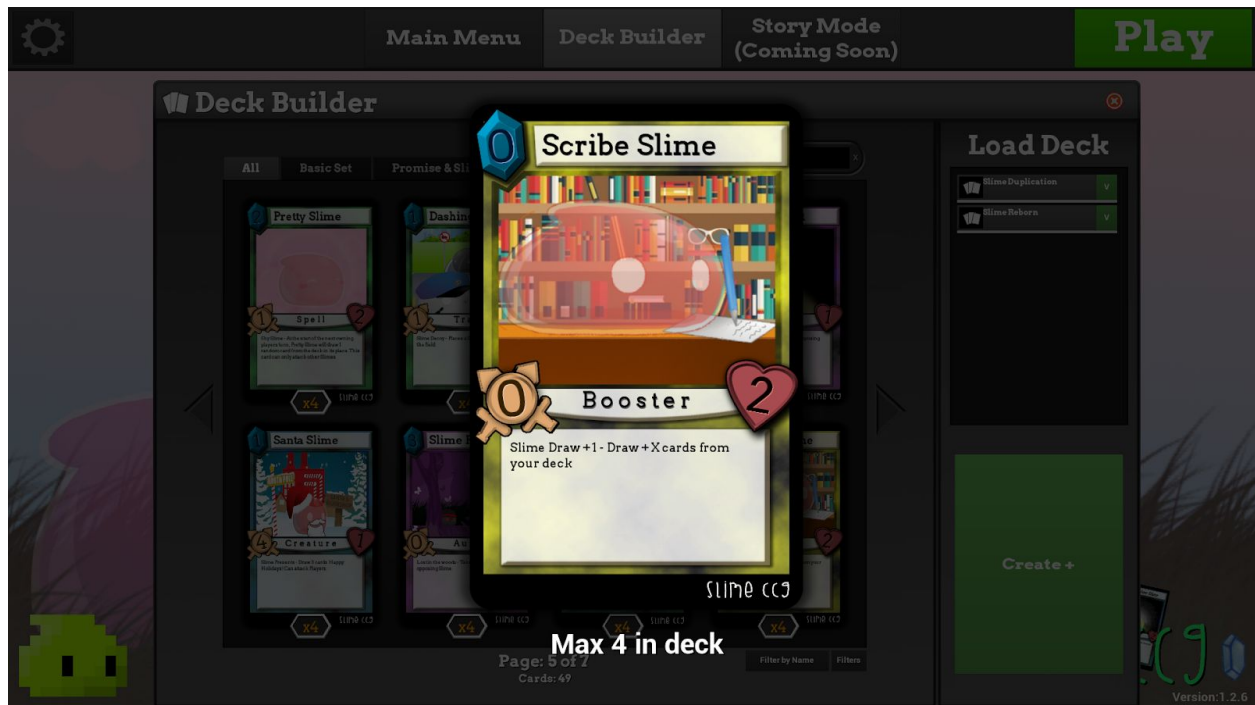
Begin Turn

- Draw a card
- Perform on board events such as Clone, increase attack +1, Passive Damage.

Main Phase

- Play Spells, Traps, and Slime
(Each turn you are given mana to play Slime use this mana to play Slime from your hand and pay for the attack costs of some cards such as Police Slime.)
- Attack Slime or the Player
Directly(To attack click on the Slime you would like to attack with and drag towards the player or Slime you would like to damage then release)
- End Turn (End your turn by clicking the button labeled “End Turn” on the right side of the screen!)





Common Terms

Creature - normal Slime or creature from Slime World

Character - unique character from Slime World

Spell - creature or event that affects the players

Trap - creature or event that affects the players

Booster - a creature or event that helps the player or players



Building Decks

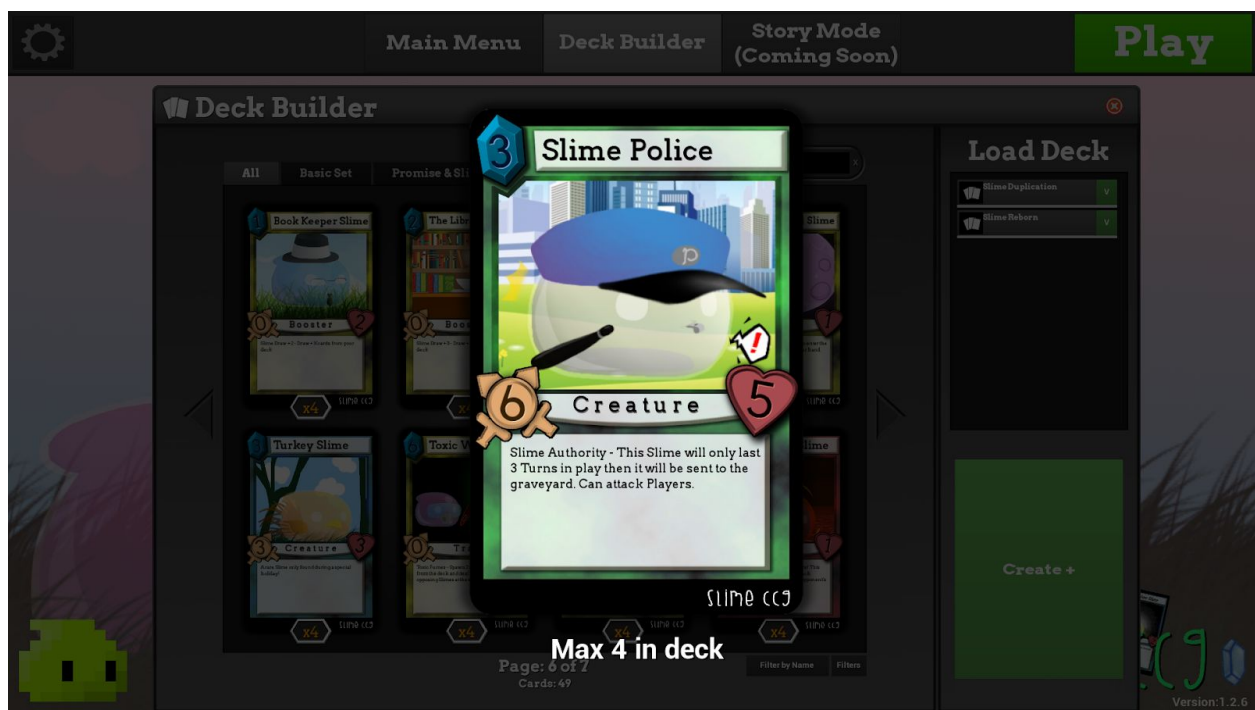
Theme Decks

Slime CCG includes 2 pre built Slime decks for players to try.

- Clone Deck - This deck allows players to clone and fill the field very rapidly with small Slime.
- Creature Reborn Deck - This deck allows players to pull Slime from their graveyard and play them for surprise plays.

Build your own decks!

Your copy of Slime CCG contains the first full set of Basic Slime, keep an eye out for brand new Slime sets coming soon!



FAQ

Q: Why do the Traps and Spells have 0 attack?

A: It is a balancing mechanic to make the game fair, this may change in the future as new cards are added!

Q: When will Multiplayer be turned on?

A: Multiplayer will be added in the next few months we are working on dedicated servers for Slime CCG multiplayer.

Q: My Slime cards keep getting wiped after I play them, why is there no summoning sickness?

A: As our player base grows we are hearing more about how Summoning Sickness or the inability to attack the turn a Slime is played would be helpful in balancing gameplay, we have heard you and are working on adding it to the game in the future update!

Notes