

# Bamboozle

Who does not love berries? Alphen City is known for the harvesting of fresh blueberries. However the slimes on the outskirts of the city love these berries just as much and sometimes...they attack the city in an attempt to steal these berries! This is not the first time and it seems like they are disguised as panda slimes to try and fool the guards. As mages and protectors of Alphen City are summoned to help these guards fend off the slimes.

## Components

- 32 Elemental cards (8 cards of each type - Air, Earth, Fire, Water)
- 6 Mixed elemental cards
- 4 Elemental wild cards
- 6 Potion cards
- 6 Slime cards

## Objective

Be the **last player to play an elemental card while following the elemental pattern** on the slime card to capture or weaken the slime. A slime is captured when the entire elemental pattern is fulfilled. Players gain point values based on the slimes they have captured or weakened. The **first player to reach 4 points wins the game.**

## Setup

Gather all the slime cards and put them together to form a **Slime Deck**. This deck will be the slimes the players have to capture. **Reveal the top slime card.**

Gather the 6 potion cards and put them together on the side to form a **Potions Deck**.

### 2 Players

Shuffle the remaining cards and **deal 7 cards to each player**. The rest of the stack will be the **Draw Pile**.

### 3-4 Players

Shuffle the remaining cards and **deal 6 cards to each player**. The rest of the stack will be the **Draw Pile**.

The **player who was last to join the party may go first**. Seems like mages of Alphen City are never on time for their duties - it is time to work!

## Gameplay

During the start of each round, reveal the top slime card. Each slime card represents a **single round**.

Turns go **clockwise** around the table.

## Table Setup

Slime Deck



Draw Pile



Discard Pile



Play Area

Potions Deck



Used Potions

## Actions during your turn

### 1. Buy and use a potion

Players may choose to purchase a potion during their turn by **discarding 1 card** from their hand.

Players may **only purchase 1 potion during their turn**. Reveal the top potion of the **Potion Deck**, the potion **is used immediately upon purchase**.

Potions may be purchased at any time during a player's turn.

## Potions

Each potion has two abilities. The player can only choose to activate one of the abilities.

- **Potion of Greed**

Players may draw 3 cards from the Draw Pile or take a card from each player who is still active in the round.

- **Potion of Time**

Players may choose a player to play next, replacing their current turn. This skips the current player who played the potion's turn and they **do not need to play an elemental card**. The round will continue **clockwise** from the chosen player. Players may also choose to reverse to the element before the current element. The **elemental card that has to be played next needs to be the chosen element**.

- **Elixir of Power**

Players may choose to **increase their elemental card's damage value by 2** or discard a card from their hand and **add the discarded card's damage to the elemental card's damage** they want to play.

## 2. Play an elemental card

The player **must** play an elemental card in order to stay in the round. **Only 1 elemental card can be played per turn**, unless an effect states otherwise.

## Elemental cards





An elemental card is a card with a type of **Air, Earth, Fire or Water**. Each elemental card has a damage value, type and effect.

- **Damage value:** Players can only play an elemental card of a **higher value** than the previous player when playing a card of the same elemental type.
- **Elemental type:** Players can only play an elemental card of the **same active element or the next required element** indicated on the slime card to match the elemental pattern. **The active element only advances when a player plays an elemental card of the next required element**.
- **Effect:** Each elemental card may have an effect that triggers when played.

## Elemental card effects

Elemental cards can have effects that **trigger immediately** when the card is played. Effects only **affect players who are still active in the round**.

 **Curses:** Some elemental cards have curses. These curses only affect the player who plays the card.

 **Special cards:** These cards have a special effect when they are taken by another player or discarded into the Discard Pile.

Damage value



All effects on an element card triggers immediately when played

## Wild cards

Wild cards are **golden elemental cards** that represent any chosen element by the player. The player has to **state which element it represents after playing the card**. This allows the next player to continue with the elemental pattern from the chosen element.

## Mixed elemental cards

Mixed elemental cards represent two different elements. Players choose which element it represents to match the required element.

## What if you cannot play an elemental card?

Players may choose to **discard 2 cards from their hand** to skip their turn and to keep participating in the round.

Discarding 2 cards to skip a turn **advances the elemental pattern forward to the next element.**

However, if the player cannot discard 2 cards, they are out of the round and **can no longer participate and obtain the slime card.**

Players can also choose to forfeit the round during their turn if they do not want the slime card.

## Obtaining a slime card

Players have to capture the slime by completing the elemental pattern on the left side of the slime card. The elemental pattern has to be completed from **top to bottom**. **The pattern advances when a player plays an elemental card of the next required element or when a player skips their turn.**

It remains on the same active element when a player plays a card of the same elemental type but a higher value.

Each slime has an effect that applies to all players that round.

### Captured slimes

The **last player to be able to play a card while completing the elemental pattern captures the slime** and obtains the slime card. The slime card is **flipped over** to represent the captured state of the slime. Captured slimes have a **value of 2 points.**

### Weakened slimes

A slime is weakened when **none of the players can complete the elemental pattern**. The slime card will go to **the player who was the last to play an elemental card**. The player who obtains this card **does not flip the card over** to represent the weakened state of the slime. Weakened slimes have a **value of 1 point.**

## End of round

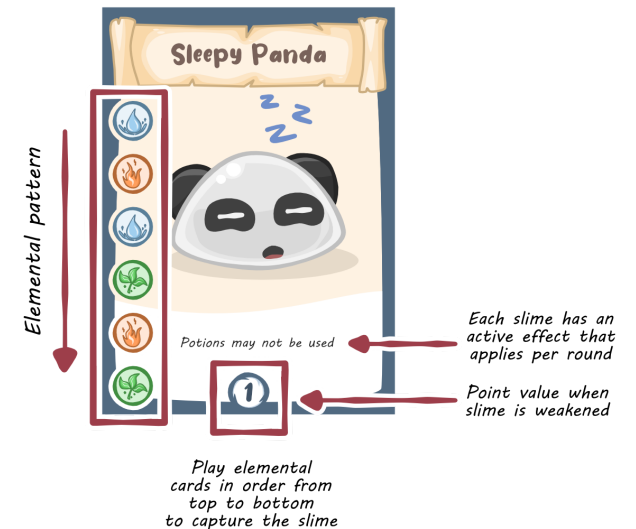
After a slime has been captured or weakened by a player, the round ends.

Reveal the next slime card and return all the used potions to the **Potion Deck** and reshuffle the deck.

Players may choose to **discard their entire hand and draw the starting amount of cards (7 cards for 2 players, 6 cards for 3-4 players)** or **keep their current hand and draw up to the starting amount of cards.**

Players who have more than the required amount of cards in their hand must **discard cards until they have the required amount of cards** in their hand.

The player who obtained the slime card last begins the next round.



## End of game

The first player to have **4 points** wins the game.

If there is a **draw**, each player who is in the draw must select a slime card they have obtained and form a pile. Shuffle the cards in the pile and reveal the top card. The players play for an additional round. The player who obtains the slime card wins the game.

## Turn reference

1. Sleepy panda slime card begins with a water element.
2. If it is the first round, the player who joined the game last begins the round. Otherwise the player who obtained a slime card last begins the round.
3. The player who begins the round purchases a potion by discarding 1 card from their hand. The top potion of the Potion Deck is revealed and is used immediately. The potion obtained is the Elixir of Power. The player chooses to modify their elemental card by 2 damage.
4. The player still has to play a water elemental card but the damage is modified by 2.
5. If the player does not have a water elemental card, they may choose to discard 2 cards to stay in the round and skip their turn. If they can do neither, they forfeit the round and may no longer participate and obtain the slime card.



Game by: Amayllis

6. If the player discards 2 cards to skip their turn, the elemental pattern advances to the fire element as the active element.
7. The next player may also purchase a potion by discarding 1 card from their hand. If the previous player played a water elemental card, the current player has to play a water elemental card of a higher damage value than the previous player or play a fire elemental card. If a fire elemental card is played, the elemental pattern advances (the active element becomes fire). If a water elemental card is played, the active element remains the same (water). If the previous player skipped their turn, the active element is now fire and the current player has to play a fire elemental card.

8. Repeat step 7 until a player can play the highest damage value card last following the elemental pattern. If the last player to play an elemental card completes the last element (earth), they obtain the slime card and flip it over to represent a point value of 2. If the elemental pattern is not completed, the last player to be able to play an elemental card obtains the slime card but does not flip it over to represent a point value of 1.

