

# Bounce!

**Players: 2-4 Playtime: 15-30 min**

## **Components**

2-sided Gameboard

Rulebook

20 Slimes

16 Bounce/Black hole tiles

24 ability tokens

1 D6 (for deciding who goes first)

# Setup

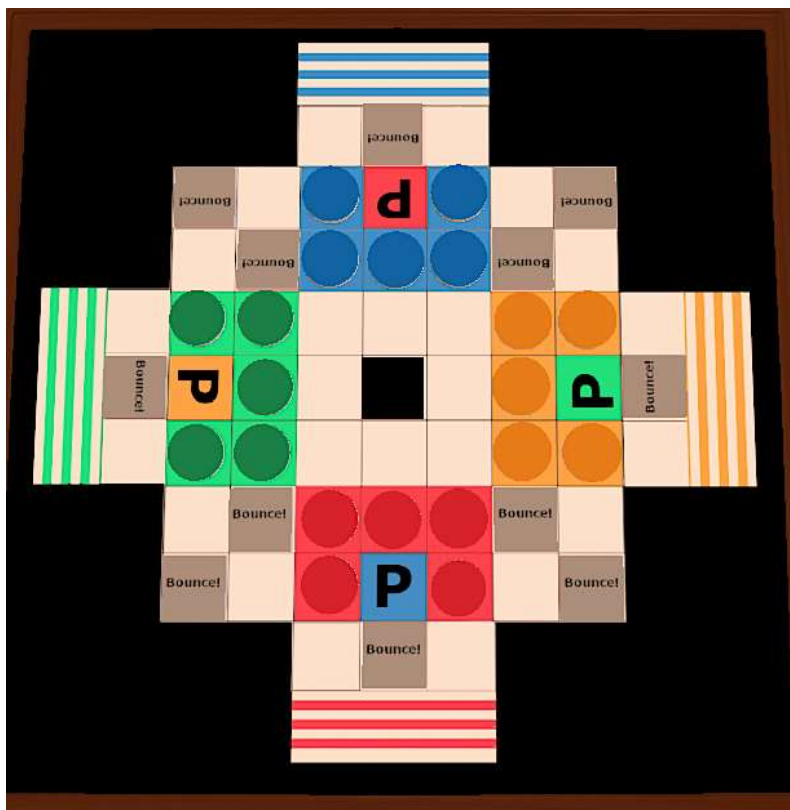
Place Bounce! Tiles ( grey spaces) , black hole(black square), and each player's slimes (circular pieces) with their blank sides face-up as shown below.

Each player secretly chooses their 3 special action tokens. We recommend using swap, +1 move, and move 2 for your first game. Players may instead secretly choose their special action tokens, flipping them face-up once all players have chosen their special action tokens

Last, randomly choose a player to go first; we recommend rolling a die.

Turn order is clockwise.

4-Player Board Setup



# Victory

The first player to promote 3 of their slimes is the winner.

## Actions

Players take turns in clockwise order. On a player's turn they may do each of the following actions once. All actions are optional and may be done in any order.

- You may move 1 slime in your respawn zone onto the board.
- Move one of your slimes one space( 2 if it's been promoted)
- Bounce off slimes and/or bounce spaces
- Use a special action or refresh all spent special actions (flip them face-up)


## Special Actions


Represented by special action tokens, once used they are spent and flipped over. Instead of taking a special action a player may instead refresh them by flipping their spent special action tokens face-up.


**Special action list:**


**+1 Move plus one-** When moving a slime this turn move it 1 additional space

 **Move Two-** move 2 slimes instead of 1

 **Swap-** One of your slimes swaps spaces with an adjacent enemy slime

 **Paralyze-** choose an enemy slime, and place your paralysis token on it. it can't move until your next turn. At the start of your next turn remove the token

 **Immovable-** choose a slime you control, and place your immovable token on it. It cannot be pushed until your next turn. At the start of your next turn remove the token

 **Disable-** choose a bounce! space or black hole, and place your disable token on it. It is treated as a normal space until your next turn. On your next turn remove the token. Any slime on a black hole space when it becomes active again is pushed off.

# Types of Spaces

**P** - Promotion Square- Slimes that move onto the promotion square that matches their color are promoted and may now move 2 spaces instead of 1. Indicate a slime has been promoted by flipping it over.



**Bounce! Squares** when bouncing you may bounce off these squares following the same rules as bouncing off your slimes.



**Black Hole**- Slimes may not move onto these spaces, if a slime would be pushed onto one it is KO'd and placed in it's respawn space

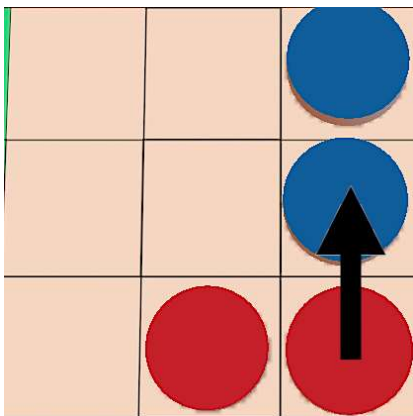
## Moving

Move a slime you control one space in any direction.

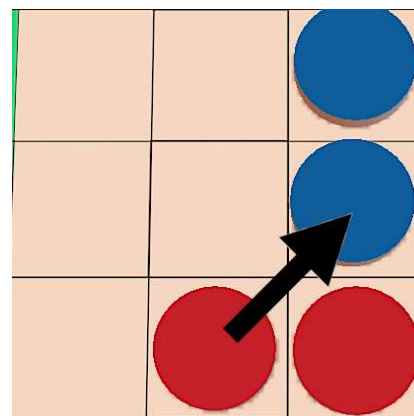
If there is an opponent's slime in the space that you move to, that slime is pushed one space in the direction that your slime is moving. If this causes it to be pushed off of any of the 4 edges of the board, or into a black hole that slime is KO'd; your opponent removes it from the board. A slime may only be pushed if there is no slime directly behind it .

Only 1 slime may occupy a space at a time. You may not push your own slimes or move them off the board.

**Illegal Move**



**Legal Move**



# Bouncing

Bouncing is another way to move slimes but can be used to travel much further. To bounce, choose a slime you control, move it over any number of adjacent slimes you control and/or bounce! Tiles. Make sure to end its movement on an empty space, or a space occupied by an opponent's slime if you're able to push it.

# Respawning and the Respawn Zone

When one of your slimes is KO'd place it in your respawn zone(the striped spaces)

During your your turn, you may move a slime from your respawn space onto the board. Respawn spaces are only treated as part of the board when your slimes are moving off of them.

Your slimes may treat any space adjacent to their respawn zone as an adjacent space  
If a slime is pushed into a respawn space(even it's own) that slimes is KO'd

Enemy slimes may not enter your respawn spaces

You may have all 5 of your slimes in your respawn zone if they are all KO'd

If a player is unable to move a piece from their respawn area to the board, instead they may place it anywhere on the board

# Promotions

When a slime lands on a promotion space it is flipped( promoted). The first player with 3 promoted slimes wins

Promoted slimes move 2 spaces instead of 1.

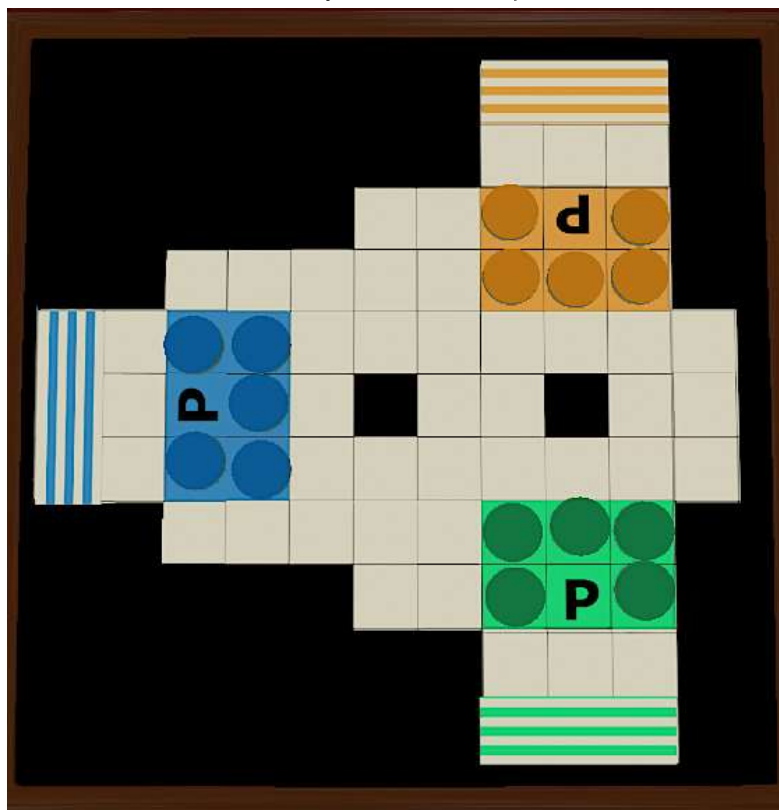
A player's promotion square is on the opposite side of the board and matches their color

## 3 Player Variant

Use the 3-player board on the back of the board. Each player secretly chooses their 3 special action tokens. We recommend using swap, +1 move, and move 2 for your first game. After everyone has chosen their special action cards, they are flipped face-up

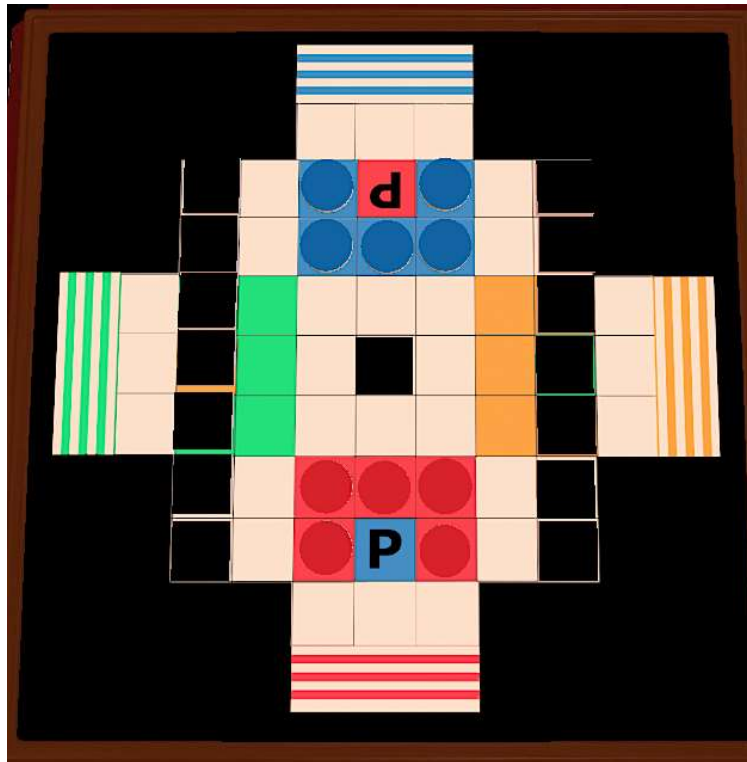
You may promote your slimes by landing on any opponent's promotion square.

3-Player board setup



## 2 Player Variant

Place black holes as shown below. The rest of the setup is the same as a 4-player game.



## Full Custom ( 2-4 Players)

Players choose 3 special actions and place them face-down. Randomly choose a player to go first, that player will place their choice of a bounce tile or a black hole on the board. Players take turns doing this until either all players pass on placing any tiles or until all tiles have been placed. Black holes may not be placed adjacent to each other and bounce tiles may not be placed adjacent to each other. Players then flip their special actions face-up)

