



2-4



5'



6+

Slambo!



Try to force your opponent to go above 10 or below 0 so you can yell **SLAMBO!**



COMPONENTS

- A** 1 Start Card (*Hakkeyoi, Nokotta!*)
- B** 9 Shame Cards (*Haji!*)
- C** 17 Number Cards (9 blue, 8 red)
- D** 6 Special Cards
- E** 4 Player Aids

PLAY!

SLAMBO! is usually a 2-player game. For the 3-4 player variant, see the end of the rules.

The game is played in rounds called **bouts**. During a bout, you and your opponent take turns playing 1 card at a time faceup onto a pile in the middle.

The start card is always the first card in the pile. The number **5** is the starting **balance total**. Each card **raises** or **lowers** the balance total by the number printed on it. **Blue** cards raise the balance total, and **red** cards lower it. Only the top card on the pile should be visible.

Each time you play a card, figure out the **new** balance total and shout it out. If the new balance is **above 10** or **below 0**, your opponent shouts **SLAMBO!** and you **lose** the bout.

SETUP

- 1** Place the **start card** in the middle with the **0-10** side up.
- 2** Place **1 shame card** next to the start card. Set the rest to the side as the supply.
- 3** Give each player a player aid. Shuffle the **number cards** (only add the special cards with 3+ players). Deal each player a starting hand (see table). Set aside the leftover cards facedown.
- 4** Choose a random player to go **first**.

Players	Cards in Deck	Starting Hand
2	17 (remove 6)	7
3	23 (add 6)	6
4	23 (add 6)	5



Player 1 starts the bout with a blue 4 and shouts: "9!"



Player 2 follows with a red -7 and shouts: "2!"

Hakkeyoi, Nokotta!

Sumo referees shout *Nokotta!* (remaining!) to let wrestlers know they're still in the ring and the match isn't over. *Hakkeyoi!* (come on!) is used when the action has stalled.

SLAMBO!

When you lose a bout by bringing the balance total **above 10** or **below 0**, you must take all **shame cards** from the middle.

BREAK!

If both players **run out of cards** and no one has been SLAMBO'd, the referee calls for a break and rematch. No one takes any shame cards. Instead, **add 1 shame card** next to the start card (*the next bout will be worth more shame*).

AGAIN!

If no one has 3 shame cards at the end of a bout, deal and play another bout. The **loser** of the last bout goes first. If the last bout ended in a break, whoever went **second** in the last bout goes first.



Later on during a bout, the balance is at 1.

Player 1 plays a blue 2 and shouts “3!”



Player 2 only has a red -5 left in hand. They play it and shout: “Minus 2!”

Player 1 shouts: “SLAMBO!”

WIN

If any player has **3 or more** shame cards at the end of a bout, the game ends and they **lose**. The player left standing wins.

3-4 PLAYER RULES

When playing with 3 or 4 players, shuffle the 6 special cards into the deck (*effects listed below*). When any player has 3 or more shame, the game ends and they lose. All their opponents win.



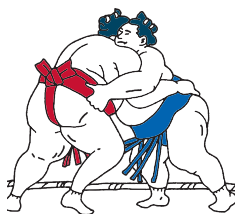
Choose whether this card's number is positive or negative.



After raising or lowering the balance total, reverse the turn order. *If a player has no cards left, skip their turn for the rest of the bout.*



Copy the last card played. *If the last card was a +, copy what the previous player chose. If the last card was another =, copy what it copied.*



EXPERT MATCH (1-9)

If players are familiar with the game and want a more suspenseful match, try flipping the **start card** to the 1-9 side during setup. When using this side, bringing the balance total above 9 or below 1 is a SLAMBO.

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