

MEERKAT SLAMMERS

FOR 2-4 PLAYERS

Meerkats are raucous and pugnacious creatures, kept in line only by the strongest and toughest leaders. Every once in a while, one of these leaders disappears or goes to the Great Plain in the sky, and the entire clan descends into chaos as every meerkat piles into a grand melee to duff each other up! The mightiest, quickest or most cunning will eventually emerge as victor to lead the clan.

Until an underling gets them as well!

SET UP

The players deal themselves five piles of cards from the deck, face down. The first pile should have just one card, the second two cards, the third three cards, and so on.



Place the remainder of the deck in-between the players, face down.

Each player then turns over the top card in each of their piles.

Now, take a deep breath, as you are about to begin...

PLAY

Be aware, there are no orderly 'turns' in Meerkat Slammers. It is a riotous free-for-all, where the quickest and most observant player will win!

- The best looking player picks up the topmost card of the deck and, very quickly, lays it on the table to form a discard deck. He should do this with all speed, and without looking at the card before his opponent.
- Every card in the game features a member of the clan with a Fighting Score.
- You may place any one of your face up cards on the card topmost on the discard pile, so long as its Fighting Score is one under the discarded card (meaning your tribe member has done something sneaky to defeat an opponent), or one higher (meaning your tribe member has just clobbered someone!).

- There is no limit to how many times you or your opponents can do this, so long as the Fighting Score of each card placed is one higher or one lower than the card that preceded it.
- You may only put down one card at a time – you cannot gather several cards in your hand, all in order of Fighting Score, and place them all at once!
- At all times, your cards must be kept flat, and untouched, on their piles – your opponent must be able to see them. You may only touch one card at a time.

CLAN HOUSEKEEPING

If you play a card, you may immediately turnover the topmost card of the pile it came from. In addition, if you have less than five piles in front of you, you can move the top card of any pile to create a brand new pile (and thus be able to turnover the card under that as well).

You will have to do this while watching the discard deck and what your opponents are doing, so we recommend having at least six pairs of eyes!

STALEMATE

If no player can lay down a card, play stops briefly. Take a deep breath. The next player who didn't turn over a card from the deck last time then does so – remember, he must do so as quick as he can, without peeking at it before his opponents!

If you reach the end of the deck and all players still have cards left, then the game is a draw. The tribe has fought itself to exhaustion (don't worry, as soon as they get their breath back, they'll be at it again – simply shuffle the deck and deal out a new game!).

EVENT CARDS

There are a small number of Event Cards buried in the deck. To use these, a player lays one down at any time next to the discard pile, preferably shouting out the card's name at the top of their voice. Play immediately stops and the instructions on the card are followed. The Event Cards are;

Is That A Mongoose! All other players must stop playing immediately, but you can carry on playing, laying down cards on the discard pile as normal.

Bundle! Place a card from the deck on top of every pile of every player except yourself

Sneak Attack! Place any three cards you wish on the discard pile – their Fighting Scores do not matter.

Treacherous Mongoose! If a spy card is on top of the discard pile, swap all your piles with another player. If not, give one of your face up cards to each player

VICTORY!

The object of Meerkat Slammers is to get rid of all the cards you have piled up in front of you. However, that alone is not enough, and many a would-be clan leader has come undone by being outwitted at the last moment!

As soon a player is rid of his last card, *any* player can then slam their palm (and it must be a palm, not a fist or a tangle of fingers!) down on the top of the discard deck. The player who does this first is the winner!

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