

Slime Octopi and Coral

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Ia! Ia! Cthulhu Phtagn!



Backdrop:

Imagine a lone planet hurtling through the darkness of infinite space. Something crush-lands on said planet, which we shall call “Earth”. This something oozes and bubbles, eventually splitting into various entities that defy Euclidean Geometry and also spans forth what will be known as Humanity.

You are these Slime Octopi, the planet is the Coral upon which you have taken residence. Humanity is your goal, Humanity is how your goal will be achieved. Humanity is the means to your destruction.

Set-up:

3 or more players, three colours of beads and Coins, or just 4 different type of markers, about 20-30 of each per player, you’ll also need a piece of paper per player and a deck of cards.

Each “Round” should take 5-15 minutes, the game can take any number of Rounds but I suggest having 4-10.

A bunch of 6 sided dice.

One player plays Mr. H., who is in charge of Humanity, the other players play Slime Octopi/Elder Gods, who want to gain something from Humanity.

Rules:

There are certain parameters:

Number: The amount of Humanity present, this is a generic marker and doesn't mean anything in real numbers.

Loyalty: How loyal a group of humans is to a Slime Octopus.

Tech: How advanced humans are.

Food: How much food is needed, produced and stored.

Weaponry: How much weapons does Humanity have for this time and age.

Power: Marks a player's overall power quotient.

Loyalty+Number=15

Power: Every 5 Number=1 power, Every 2 Tech=1 power.

CharGen:

Humanity starts with the following: Number 4, Tech 0, Power 1.

A Slime Octopus begins with Number 2, Power 1 and should complete the Slime Octopi CharGen:

Each player gets to pick one answer to each question, the answer has certain mechanical ramifications(Mr. H. should ask the questions out loud, not telling the other players the ramifications), each answer can only be chosen once unless there are more players than answers. Each answer the order moves by one(so if you have three players, player 1 chooses first, second, third, player 2 chooses second, third, first and player 3 chooses third, first, second).

Form and Function:

This is called the “Form and Function” phase, as we learn what the Octopi's function is, and based on that, we get some of their Form's bits, which the players should use to describe the look of their “Character”.

Every Slime Octopus gains one free point of Earth, Water, Air and Fire.

Question 1: What is Humanity?

1. Slaves. (Feature: Tentacles, gains an additional point to split during emergent Phase's Allocation Stage. +2 Water, +1 Earth)
2. Food. (Feature: Mouths, gains two additional dice when Sacrificing. +2 Fire, +1 Earth)
3. Servants. (Feature: Needles for Extremities, +1 Loyalty. +1 Water, +1 Fire, +1 Air)
4. Weapon. (Feature: Burning corpus, +1 starting Tech. +3 Fire)
5. A Threat. (Feature: Eyes, gets 1 Power to spend after everyone else during the War Phase. +2 Air, +1 Water)

Question 2: What is your goal?

1. World Domination. (Feature: Mindwaves, gains an additional point to split during Planning Phase's Allocation Stage. +2 Air, +1 Fire)
2. Survival. (Feature: Unforgiving skin, ignore the first die of damage received during War Phase. +2 Earth, +1 Water)
3. Annihilation of the world. (Gains an additional Technique(has an additional "virtual" 3 Fire and 1 Earth for the purpose of buying initial Techniques). +3 Fire, +1 Earth)
4. Turning Humanity into a Servitor Race. (Feature: Birthing Stomach. Starting Number+1, starting Loyalty+1)
5. Escape this sordid Coral. (Feature: Vestigial Wings, needs to pay 1 less per new Technology. +2 Air, +1 Water)

Question 3: How would you achieve your goals?

1. Through brute force. (+3 Earth, +2 Fire)
2. Through growth. (+2 Water, +2 Earth, +1 Fire)
3. Through stealth. (+3 Air, +2 Water)
4. By outthinking my brethren. (+2 Air, +2 Fire, +1 Water)
5. By my mystical might. (+2 Water, +1 Fire, +1 Water, +1 Earth)

Techniques

Buy Techniques up to your rankings in the Elements. Each Technique's activation cost is equal to how much it costs to buy it. Any leftover points can be used to buy Number on a 2 points per 1 Number, or 4 points per 1 Tech.

Sacrifice:

Cost: 3 Fire, 1 Water, 1 Earth.

Special: Must be purchased by Octopi with the "Mouths" feature.

Effect: Lower your Number by 1, gain 2 Power, raise your Loyalty by one.



Insanity Waves:

Cost: 2 Air, 2 Water.

Special: Must be purchased by Octopi with the "Mindwaves" feature.

Effect: Lower the other players' Loyalty by 2 for the duration of this round.

Copy:

Cost: 2 Water, 2 Air, 1 Fire, 1 Earth.

Special: Must be purchased by Octopi who chose the "By My mytiscal might" answer on Question 3.

Effect: Once another Slime Octopus uses a Technique that affects you, you may use this Technique, pay the additional cost of that Technique, and use it as well.

Blast:

Cost: 2 Fire, Additional 2 Points from any one Element.

Effect: You may shoot a blast of energy at another Octopus during the War Phase, this inflicts four direct dice of damage on him.

Shield:

Cost: 2 Water, 2 Earth, 1 Air.

Special: Must be purchased by Octopi with the "Unforgiving Skin" feature.

Effect: Protects you from 4 dice of damage dealt to your Octopus.

Mutate Humanity:

Cost: 1 Water, 1 Earth, 1 Air.

Special: Must be purchased by Octopi with the "Needles for Extremities" or "Birthing Stomach" features.

Effect: Lower your Number by 1, raise your Loyalty and Tech by 1 each.

Feel free to create more Techniques; these are just the ones I pulled off of the top of my head in 20-30 minutes. I'll make more when I feel like it 😊

Process of Play:

Use Cards to denote "Zones".

2=Food.

3=Loyalty.

4=Tech.

5=Weapons.

6/7: In War/Not in War.

Each Round is broken into 4 phases:

The Calm Phase, where the Slime Octopi rest after the War and Humanity acts unhindered.

The Plot Phase, where the Slime Octopi begin projecting their thoughts, directing their minions.

The Emergant Phase, where the different factions go to war.

The War Phase, when war is actually had.

Game ends when any player reaches Power 10, or after a pre-determined number of Rounds.

At the beginning of each of the first three phases, each player gains a number of Beads equal to his Power+Number and one Coin.

At the beginning of each Round each player gains one Coin and each Slime Octopus's player gains one Dark Bead per Elemental Dot(Dark Beads aren't gained on The Calm Phase).

During each of the first three Phases you have an Allocation Stage, where you distribute your Beads.

You need to allocate to Food 1 Bead per Number each Phase. For every three Beads that aren't placed(cumulative), one Number is lost.

You may put additional Beads on the Food zone as storage.

Once you have additional Food= $2*(\text{Number}+1)$ you may pay one Coin, remove these Beads and increase your Number by 1.

In order to increase Tech, you need to place an amount of Beads equal to Beads= $3*(\text{Tech}+1)$ and spend one Coin.

Tech=1> Every 3 Beads spent on Food are worth 4.

Tech=2> One free Weaponry Bead during war Phase, every 3 Beads spent on Food are worth 4.

Tech=3> Two free Weaponry Beads during War Phase, every 3 Beads spent on Food are worth 4.

Tech=4> Two free Weaponry Beads during War Phase, every 2 Beads spent on Food are worth 3.

Tech=5> Three free Weaponry Beads during War Phase, every 2 beads spent on Food are worth 3.

Etc.(1 bead=2, 1 bead=3....)

Weapons only get paid for during the Emergant Phase.

Tech=0> Every two Beads give you one Weapon.

Tech=1> 1 Bead pays for one Weapon.

Tech=2> 2 Beads pay for 3 Weapons.

Tech=3> 3 Beads pay for 5 Weapons.

Tech=4> 4 beads pay for 7 Weapons.

Etc.(Tech level*2-1)

For every 3 Dark Beads used to pay for various things, lower your Loyalty by one.

During the Calm Phase a Slime Octopus may not use any Techniques or spend any Dark Beads.

During the Emergant Phase, each player pays for all of his Weapons and the Slime Octopi put all their unused Tokens aside for an option to use them during the War Phase.

Each Phase, a player puts face down a card of each valid numeration, and places next to it any number of beads. At the end of each Phase the players turn the cards over and see what each did.

At the end of the Emergent Phase, each player puts forth one card, if it is 6, he goes to war, if it is 7, he sits out. A Slime Octopus and his Human horde go to war together.

Each Slime Octopus has Health equal to all of his Elemental points time 10.
Humanity has Health equal to its Number times 10. For every 10 points of health lost reduce Number by 1.

Each Phase spent by a Slime Octopus resting heals back 10 points of health.

A point of Fire and Air can be spent to inflict 1 die of Damage.

A point of Water and Earth can be spent to block 1 die of Damage.

A point of Fire, Earth and Air can be spent to inflict 2 dice of Damage.

A point of Earth, Water and Air can be spent to block 2 dice of Damage.

Two points of Fire and Water may be spent to inflict 1 die of damage on everyone(including yourself).

Every Coin spent can negate any of the above expenditures.

Humanity deals damage equal to $\text{Number}/5 + \text{Tech}/3 + \text{Weapons}$.

Humanity blocks damage equal to $\text{Tech}/2$.

Once all damage is “dealt”, roll dice equal to the amount of left-over damage dice, that’s how much damage is dealt. The side that was dealt least damage is the victor.

The victor gains one Power. If only one side is present in a combat, it is the victor.

For every point of Number over Loyalty, the Slime Octopus must spend one Bead every Phase, and must pay $\text{Beads} = \text{Number}$ in order to participate in a combat.