

SLY SERPENTINE SLICKS

A GAME OF SALES PITCHES AND LIARS. PLAYERS WILL TAKE TURNS BEING THE SNAKE OIL SALESMAN OF THE DAY WHILE EVERYONE ELSE PLAYS THE ROLE OF COLLECTOR. A SALESMAN WANTS TO PITCH AND PAWN OFF AN ITEM FROM THEIR HAND TO TRADE WITH THE GROUP. WHILE THE COLLECTORS WANT TO OFFER UP ITEMS IN EXCHANGE FOR AN ITEM THEY NEED TO PLACE ON THEIR SHELVES.

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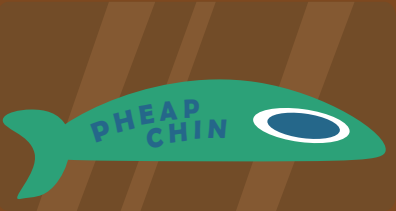
4 SETS OF SHELF CARDS

4 REFERENCE PLACARDS



DECK OF 58 ITEM CARDS

6 CHARACTER CARDS



OBJECT:

BE THE FIRST TO FILL UP YOUR SHELF WITH THE REQUIRED ITEMS BASED ON THEIR "CLASSIFICATION." AS A SALESMAN YOU ARE ABLE TO LIE TO AND TRICK YOUR OPPONENTS, GIVING THEM ITEMS WITH HARSH DEBUFFS OR SOMETHING THEY DON'T NEED ENTIRELY IS YOUR WAY TO GET A LEG UP. AS A COLLECTOR YOU SHOULD BE WARY OF HOW THE SALESMAN ACTS AND WHAT ITEMS THEY ARE PITCHING, AS WELL AS WHAT THEY REQUIRE FOR THEIR SHELF. A KEEN MIND GETS YOU FAR.

SET-UP:

- 1. EACH PLAYER STARTS OFF WITH A CHARACTER CARD OF THEIR CHOOSING, A SHELF CARD, AND A REFERENCE PLACARD.
- 2. SHUFFLE THE ITEM CARD DECK AND HAND OUT 3 CARDS TO EACH PLAYER FOR THEIR STARTING HAND.

THE ITEM CARDS YOU START WITH ARE A NEUTRAL HAND, ANY DEBUFFS LISTED ARE ONLY ACTIVATE WHEN TRADED TO ANOTHER PLAYER OR WHEN PLACED ON A SHELF.

3. THEN PLACE THE REMAINING DECK FACE DOWN IN THE CENTER BETWEEN ALL THE PLAYERS.

4. AS A GROUP EVERYONE SHOULD TAKE A MOMENT TO REGARD THEIR HAND, THEIR SHELVES, THEIR REFERENCE, AS WELL AS THEIR OPPONENTS' SHELVES.

5. THE PLAYER WHO HAS LIED LAST MAY GO FIRST, CONTINUING CLOCKWISE.

Snake Oil Items:

BO BALL HUMMING DROPS

MAMBA JADE EGGS

MAVERICK'S CHEWY ROCK

BOONE-ERGIZING ELIXIR

ANASTASIA'S ANA-TIDOTE

ANTARESIA AMNESIA REMEDY-A

AMELIA'S PREVENTATIVE HUMIDIFIER

HISSINGTON ANTITOXIN-TOXINS

KERERV'S FAUX SNAKE TOOTH

HOGNOSE'S FAMILY RECIPE

BOA'TROLEUM DETOX SUPERPOWDER

WYATT WONDER DRILL

WATER SNAKE OIL (4)

ITEM CLASSIFICATIONS:



OILS



ANTIQUES



TINCTURES



REMEDIES



THE WYATT
WONDER
DRILL

ITEM NAME

DEBUFFS:

SURPLUS: YOU HAVE TO TRADE
AWAY THIS CARD. LIE AND FIB
TO THE SALESMAN IF NEEDED.
THERE'S JUST TOO MANY OF
THEM.

DEBUFF

DESCRIPTION:

THERE'S JUST SO MANY ON
THE MARKET

DESCRIPTION

IT'S MY PLEASURE!

CLASSIFICATION

PLAY:

SLY SERPENTINE SLICKS IS PLAYED IN SEVERAL ROUNDS, WITH EACH PLAYER TAKING A TURN TO BE THE SNAKE OIL SALESMAN.

ON YOUR TURN YOU MAY:

- CHOOSE TO EITHER PLACE A CARD FROM YOUR HAND INTO YOUR SHELF AND DRAW ANOTHER CARD.
- OR
- DISCARD AND DRAW A NEW CARD
- OR
- DRAW A CARD AND ASSUME THE ROLE OF SNAKE OIL SALESMAN, WITH 4 ITEMS IN YOUR ARSENAL PICK A CARD TO PAWN OFF TO YOUR FELLOW COLLECTORS. YOU CAN PITCH THE ITEM USING IT'S NAME, IT'S CLASSIFICATION, IT'S DESCRIPTION, OR YOU IMPROVISE YOUR OWN PITCH.

AS A SALESMAN YOU CAN BE SLICK & LIE ABOUT WHAT YOU ARE OFFERING OR YOU CAN BE TRUTHFUL TO GAIN THE TRUST OF OTHERS.

SALESMAN IF YOU ARE TRADED AN ITEM YOU MAY IMMEDIATELY PLACE IT ON YOUR SHELF, IF THE DEBUFFS ALLOW IT.

IF NO TRADE OCCURS ON YOUR TURN AS SALESMAN YOU MAY DISCARD ONE OF THE FOUR CARDS FROM YOUR HAND INTO THE DISCARD PILE.

COLLECTOR'S TURN
DURING PITCH ROUND:

WHILE THE SALESMAN IS PITCHING THEIR ITEM YOU CAN OFFER UP VARIOUS TRADES, YOU MAY OMIT THE DEBUFFS LISTED, BUT THE ITEM ITSELF AND THE CLASSIFICATION YOU PRESENT TO THE SALESMAN MUST BE THE TRUTH (UNLESS STATED OTHERWISE).

MOST DEBUFFS OCCUR WHEN THEY ARE TRADED, SO IF AN ITEM WITH A DEBUFF IS TRADED TO YOU, FOLLOW IT ACCORDINGLY. (OTHER DEBUFFS ARE ACTIVATED WHEN PLACED ON THE SHELF, OR WHEN IN YOUR HAND)

DEBUFFS:

THE FINEPRINT: THIS CARD CANNOT BE PLACED ON YOUR SHELF. CONSIDER TRADING IT AWAY.

SURPLUS: IF THIS CARD WAS TRADED OR DRAWN YOU HAVE TO PRIORITIZE TRADING AWAY THIS CARD, FEEL FREE TO LIE AND FIB TO THE SALESMAN AS THE COLLECTORS.

SCRAMBLED ORDER: SHUFFLE THIS CARD INTO THE DECK & DRAW A NEW CARD

NO PRESERVATIVES: WHEN TRADED, THIS CARD 'SPOILS' IMMEDIATELY

SHELF LIFE: ONCE PLACED ON YOUR SHELF, YOU HAVE 2 TURNS UNTIL THIS CARD 'SPOILS'