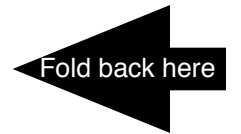


Use an art knife to cut slits along the dashed lines on the left side of this register card.



We recommend printing this register card on cardstock, if you can. If not, then we recommend printing it out, gluing it to a cereal box, then cutting and scoring as needed.

# Slipmax

A game for 2 to 6 players for use with the  
1,000 Blank White Questions game board  
by Jonathan Leistiko

## Goal:

To end the game with more money than anyone else.

## You Need:

- A jar of change.
- A pawn for each player.
- A six-sided die.
- A 1,000 Blank Questions board
- At least twenty Slipmax strips, seperated.
- A Slipmax register card.

## Setting Up:

- Use an art knife to cut the dashed lines on the Register Card. Fold back on the long line.
- All players start with 10 cents and a pawn.
- Place all pawns off the board, next to the corner marked "START".
- Pick six Slipmax strips at random. Slide them into the six registers on the register card so that just the title of the strip is visible along the top of the card.
- Choose a player to go first.

## Play:

On your turn, roll the die and move that many spaces. The space closest to the striped corner is the first space. Movement on the board proceeds clockwise.

When you land on an unoccupied space, look at the register for the shape in that space. Each numbered statement on a strip is a step. Pull the strip for that register out until you can read the next step. Obey the newly-revealed step. A register strip never modifies itself. If the strip is at its last step, then replace it with an unused strip; advance the new strip to the (0) register and obey that register.

If you can not meet the fee required by a space, then move backward one space for every cent you owe.

When you land on an occupied space, you can take the effect of that space for yourself, or you can apply it to any player in that space.

If you're about to move past the end of the board, collect three cents from every other player who has not reached the end yet, then spend your remaining steps moving backwards. For you, forward is counterclockwise instead of clockwise from this turn onward.

If you land on one of the three spaces in the center with two shapes on it, then obey both, starting with the circle and ending with the hexagon. Once you've obeyed both registers, your turn ends.

Locking: After taking the effect of a space, you may spend cents to lock that space's register. Every 2 cents you spend prevents that register from advancing the next time it is used. Put the cents you spend to lock the register on the register. If you land on a locked register you can do one of two things:

- 1) Take two cents off the register, then take the effect of the register.
- 2) Spend 3 cents to remove 2 cents from the register. You may do this as many times as you wish to. If the register has no cents on it when you're done, then advance the register one step and take the effect of the register.

Your turn ends once you've finished obeying the register for your space. Play passes clockwise.

## Slipmax Strip Shorthand:

Flip  $n$  [heads]; [tails]: Take  $n$  cents from your stash and flip them. Take the heads result for every head and the tails result for every tail.

$nd$ : Roll  $n$  dice.

$nd > x$  [win] [lose]: Roll  $n$  dice. If result is greater than  $x$ , then take the win effect, otherwise take the lose effect.

## Winning:

The game ends when all players have passed through one of the three spaces at the end of the board. The player with the most value in change wins.

## Variants:

Tidal: If you land on a space with an even roll, then advance the register strip one step. If you land on a space with an odd roll, then decrease the register strip one step.

Cycles: If you have to advance a strip and it is on its last step, then place a nickel on that register and decrease that strip one step. Any strip with a nickel on it decreases one step instead of advancing one step when it is landed on. If you have to decrease a strip with a nickel on it and it is on the (0) step, then remove the nickel and advance it one step.

## Origin and Credits:

I came up with this variant on August 7, 2003, while writing up the rules for Payout! (A 1KBWQ variant.). I was revising the Origin and Credits section, re-writing the part about not wanting to make additional parts for the game, when I realized that you can hide little strips of paper under the board for each register and pull them out as the game progresses to reveal new effects. This has the nifty effect of gradually transforming the game as it gets played. It also makes it easy to customize the game by mixing and matching strips or printing new ones.

The working name of this game was Dynamix, but a quick Google search showed that name was already in use by far too many other businesses. I proceeded to enter virtually every other funky hi-tech word I could think of into Google. Eventually, my choices boiled down to Haplodyne or Slipmax. The victor is obvious.

Nifty Trivia Point: With the initial set of 20 Slipmax strips, there are 27,907,200 possible combinations of Slipmax strips at the start of the game.

Slipmax was first played on August 9, 2003 with Sharon, and again on August 18th, 2003 at the Monday Night Gaming Group. Thanks to Dave, Frank, Kathy, Mike C., Mike F., Paul, Sharon, for playtesting. Thanks to Sharon for editing.



Free Games Monthly:

<http://www.invisible-city.com/games/>

Copies of this game:

<http://www.invisible-city.com/games/slipmax.htm>

Life of Pain	Life of Joy	Life of Justice (Never target yourself.)	Life of Motion	Life of Control
0) Lose a cent.	0) Gain a cent.		0) Advance 3 spaces.	0) Move a player one space forward or backward.
1) Lose 2 cents.	1) Gain 2 cents.	0) Choose a player to give another player 2 cents.	1) Advance one die roll.	1) Move all players one space forward or back.
2) Pay each player a cent.	2) Gain a cent from each player.	1) Choose two players to give a player 2 cents each.	2) Go back 3 spaces.	2) Lock a register (up to 6 cents).
3) Lose a turn, pay each player a cent.	3) Gain 3 cents; take another turn.	2) Gather up all coin piles and redistribute them evenly.	3) Go back one die roll.	3) Choose your next roll instead of rolling.
4) Move to the space in front of the first player. Lose a turn.	4) Move to the space behind the last player; take another turn.	3) Choose a player to take a turn right now.	4) Swap spaces with another player.	4) Choose the next player's movement roll.
5) Lose 2 turns and 2 cents.	5) Take 2 cents from each player.	4) Choose two players to swap coin piles.	5) Advance one die roll. Take the effect of that space.	5) Adjust all registers up or down one step.
6) Pay each player 2 cents.	6) Double the money you have.	5) Take 1/2 of a player's coins and distribute them as you see fit.	6) Go back one die roll. Take the effect of that space.	6) Choose the next three rolls instead of rolling.
7) (4) and (6).	7) (4) and (5)		7) Advance three die rolls. Optional: Take that space's effect.	

Life of Chance	Life of Chaos	Life of Challenge	Life of Charity (These affect the player with the least money)	Life of Power (These affect the player with the most money)
0) Flip 1: Gain a cent; lose a cent.	0) No effect.	0) 1d>3: Gain 3 cents; Lose 1 coin.	0) Gain 3 cents	0) Take 1 cent from each player.
1) 1d: Odd - lose that many cents, Even - gain that many cents.	1) All rolls are reduced by 1.	1) 1d>4: Gain 5 cents; Lose 1 coin.	1) Gain 5 cents	1) Take 2 cents from each player.
2) Flip X: Gain a cent; lose a cent.	2) Set all other registers to (0)	2) 1d>5: Gain 7 cents; Lose 1 coin.	2) Gain 2 cents from each player.	2) Gain 5 cents.
3) nd: Per (1)	3) Advance all registers one step.	3) 2d>9: Gain 9 cents; Lose 3 cents.	3) Gain 4 cents from each player.	3) Gain 7 cents.
4) All flip 5: Most heads gets all flipped cents.	4) Increase all odd rolls by 2.	4) 2d>10: Gain 11 cents; Lose 2 cents.	4) Take 2 turns.	4) Take another turn.
5) (1) and (2)	5) All: Do not roll to move. Pay one cent for each space you want to advance.	5) 2d>11: Gain 13 cents; Lose 1 coin.	5) (1) and (2)	5) (0) and (2)
	6) All rolls go backward.	6) 3d>16: Gain 20 cents; Lose 3 cents.	6) (2) and (4)	7) (1) and (4)
	7) Randomly select another register and take its effect.		7) Triple the money you have.	

<p><b>Life of Barter</b> (Advancing this strip when you land on it is optional, not mandatory.)</p> <p>0) Pay 1 coin to trigger any visible (0) register.</p> <p>1) Pay 2 cents to trigger any visible (1) register.</p> <p>2) Pay 3 cents to trigger any visible (2) register.</p> <p>3) Pass your next turn to gain 5 cents.</p> <p>4) Give a player 2 cents to get 3 cents from another player.</p> <p>5) Pay 5 cents to adjust a register by one step up or down.</p> <p>6) Pay 10 cents to end the game.</p>	<p><b>Life of Fear</b> (This only activates when a player lands in or passes your space.)</p> <p>0) Lose a coin</p> <p>1) Pay the player who triggers this effect a coin.</p> <p>2) (0) and (1)</p> <p>3) (0) x3</p> <p>4) (1) x3</p> <p>5) (3) and (4)</p> <p>6) (5) x2</p> <p>7) (5) and (6)</p>	<p><b>Life of Bounty</b></p> <p>0) The next player gains a cent.</p> <p>1) The next two players gain a cent.</p> <p>2) All players gain 2 cents.</p> <p>3) All players get 3 cents.</p> <p>4) Distribute 24 cents evenly among all players, rounding up.</p> <p>5) Any player may reroll their movement roll once per turn.</p> <p>6) Any player may reroll any roll they've made once per turn.</p>	<p><b>Life of Famine</b></p> <p>0) All players lose a cent.</p> <p>1) All players lose 2 cents.</p> <p>2) All players lose 4 cents.</p> <p>3) All players lose 6 cents</p> <p>4) All players lose 8 cents.</p> <p>5) All players lose half their cents.</p> <p>6) All coin gains are halved.</p> <p>7) No player can gain money.</p>	<p><b>Life of Extremes</b></p> <p>0) Gain 20 cents.</p> <p>1) Gain 10 cents.</p> <p>2) Gain 5 cents.</p> <p>3) All die rolls are doubled.</p> <p>4) Lose 5 cents.</p> <p>5) Lose 10 cents</p> <p>6) Lose 20 cents.</p>
---	--	--	--	--

<p><b>Life of Change</b> (An order lets you move any other register one step up or down. Multiple orders can be used on multiple registers.)</p> <p>0) Place 2 cents from the bank on a register to lock it..</p> <p>1) 1 orders.</p> <p>2) 2 orders.</p> <p>3) Replace a register strip with an out of play register strip.</p> <p>4) 3 orders.</p> <p>5) 4 orders.</p> <p>6) Replace two register strips with two out of play register strips.</p>	<p><b>Life of Mortality</b> (Any player with ten Time tokens is out of the game)</p> <p>0) Gain a Time token.</p> <p>1) Take a Time token from another player.</p> <p>2) Gain 2 Time tokens.</p> <p>3) (0) and (1)</p> <p>4) Gain 3 Time tokens.</p> <p>5) (2) and (1) x2</p> <p>6) (4) and (1) x2</p> <p>7) Gain 5 Time tokens.</p> <p>8) Take a Time token from every player.</p>	<p><b>Life of Royalty</b> (There is one Crown. Take the Crown when you land on this space. Any player passing or sharing the Crown-wearer's square must obey the current step.)</p> <p>1) Give the Crown three cents.</p> <p>2) Give the Crown seven cents.</p> <p>3) Give the Crown all the cents you collect next turn.</p> <p>4) Give the Crown 1/3rd of your cents.</p> <p>5) Everyone must give the Crown 5 cents.</p> <p>6) The Crown gets to take a turn right now.</p>	<p><b>Life of Waste</b> (Any player landing on a Life of Waste space with coins on it may collect those coins.)</p> <p>0) Put two cents on this space</p> <p>1) Put three cents on this space</p> <p>2) (0) and (1)</p> <p>3) (0) and (1) x2</p> <p>4) (0) x2 and (1) x3</p> <p>5) (0) x3 and (1) x5</p> <p>6) (0) x5 and (1) x8</p> <p>7) Collect all uncollected cents on Life of Charity spaces.</p>	<p><b>Life of Stasis</b></p> <p>0) No effect.</p> <p>1) No other Strip may advance while this step is active.</p> <p>2) (0)</p> <p>3) (1)</p> <p>4) (0)</p> <p>5) (1)</p> <p>6) (0)</p> <p>7) (1)</p> <p>8) (0)</p>
--	---	--	---	---