



## Slime Rancher

Welcome Jumper to the Far, Far Range. Here in this strange world reside creatures known as slimes. There are many types of slime and each kind produce a different kind of plort, a crystalline object that can be worth quite a bit when sold. That is the reason you have arrives here: to raise, farm, and breed slimes for a whole ten years. I do hope you enjoy your stay.

Here's some choice plorts to make your stay a bit more bearable:

**+1000**



### Location

Now your going to need to start somewhere, and the environment you arrive in will determine what kind of slimes you have immediate access to. Roll 1d8 or pay 50cp to select your location.

#### 1. The Dry Reef

A coral-crustd ocean floor that now basks under a golden sun. The dry reef and is an arrid, wind-swept land covered in dusty crags and rocky cliffs shaped by the wind over a millenia.

#### 2. Moss Ruins

A strange overgrown ruins of some form of civilization. These ruins are oddly shaped and blocky.

#### 3.Overgrowth

An environment much more familiar to most, a large plain filled with grasses and flowers as far as the eye can see.

#### 4. The Moss Blanket

The Moss Blanket is an island covered in a thick layer of moss where flora grows wild in great, tangling knots at every turn. The high walls of the cliffs surrounding the island and its great canopy of trees allow for sea mists to pass in and become trapped, creating a unique climate within the otherwise arid range.

#### 5. The Indigo Quarry

The Indigo Quarry is a winding network of caves and cliffs, strided with deep purple hills from the rare minerals found within it. It was once the site of a mining project but went bust after the discovery that the rare ores it produces quickly break down in the atmospheres other than that of the Far, Far Range. It was later discovered that the means to harness these metals was via rock slime plorts. Somehow, rock slime plorts preserve the minerals within, a process that eludes even the most prestigious slime scientists.

#### 6. The Glass Desert

A harsh barren desert, with high dunes.

#### 7. Volcano Island

A scorched tropical island home to an active volcano.

#### 8. Free Choice

### **Background**

Slime ranchers can be a diverse lot, taking to the profession for all kinds of reasons. What kind of rancher are you?

#### *Drop-In*

So you just decided to up and become a rancher one day without a reason? I mean, other than the benefactor's entertainment of course. This is a strange place with all kinds of weird things going on. I am absolutely certain you will find something to do with your time.

#### *Actual Farmer*

Maybe you come from a long line of slime ranchers, or you just like the bucolic country lifestyle. Regardless you are a traditional farmer, living off your crop and selling the surplus in order to purchase luxuries. Naturally you've been at this for a while and thus have some familiarity of how this whole thing works.

#### *Slime Scientist*

Slimes are strange, they mutate in mysterious ways and some even produce radiation. What are plorts even for? Now it's your job to figure out how to use slimes and their by-product to advance science in new directions. Through your experimentation you may even create new forms of slime.

### *Plort Market Player*

Like I said, selling plorts can make one a pretty penny. Of course saturating the market with too many of a single kind of plort lowers its price. That's the nature of the slime market. You are a business man overseeing slime ranchers and the buying and selling of plorts. Now go forth and build your slime-based economic empire!

### **Perks**

As per usual 100cp perks are free for the respective background and the rest discounted 50%

### **Drop-In**

#### *Slimy Survivalist (100cp)*

So the Far, Far Range is an odd place, much unlike anywhere you may have travelled before. This being the case surviving on your own out here may be a bit difficult normally. You on the other hand will have no problem surviving out here possessing both regular survival skills, the kind that would allow you to live in the wilderness on plain old earth, and survival skills unique to this strange planet. You know what foods are poisonous, how to track and hunt slimes, and how to survive harsh terrains that may have unique dangers compared to your original home.

#### *So Many Slimes (200cp)*

So here on the Far, Far Range slimes are everywhere. I mean EVERYWHERE. But what if there were more? With this slimes spawns are increased, with higher chances of special kinds of slimes (like lucky slimes) appearing. Even more, you now drag this spawning with you. In every setting you go to from this point forward, slimes will spawn in the wilderness around you although with a much lower spawn rate than baseline on the Far, Far Range. Now go, bring slimes to the multiverse!

#### *Coming of the Gordos (400cp)*

So if you are bringing slimes with you, some would eventually become gordos, giant fat slimes, but they would lack the special rewards they hide. Now not only are gordos more common for you here, they will appear in future jump hiding slime keys and teleporters much like they do here. Outside of this setting slime keys can be expended to clear obstacles that would block your wilderness journeys. Teleporters outside of this setting will warp you closer to the edge of the wilderness near civilization allowing easier retreat from the wilds.

#### *Far, Far Wanderer (600cp)*

The Far, Far Range is a large world that mostly unexplored. You now have a sixth sense for undiscovered or lost locations, feel a natural pull towards them. Of course getting to a location such as that can be quite difficult, so your ability to maneuver has been improved quite a bit allowing you to move swiftly through problematic environs. Beyond these is that even in worlds where all that could be

discovered has been will now have new secrets for you to discover, likely with new plants and animals or treasures long forgotten.

## **Actual Farmer**

### *Actual Farming (100cp)*

So the reason you are supposedly here is to be a rancher. There is quite a bit to it: catching slimes, breeding them, collecting plorts, raising crops, etc. You are now an expert at the care of all kinds of slimes, excellent at farming all the crops native to the Far, Far Range, and all the other basics required to keep a slime ranch or regular farm up and running.

### *Vacpack Ace (200cp)*

The Vacpack is the signature tool of a slime rancher: a vacuum like object that sucks in objects, transporting them into micro-storage, and then can release them at various (low to moderate) velocities. Your skill with this tool and its various functions and upgrades is unmatched. You can pull off all kinds of cool tricks and special maneuvers that make your time here on the farm both easier and more entertaining.

### *Self-Sustaining (400cp)*

The Far, Far Range is not a place that is well settled or highly populated. It is a new frontier and you a homesteader. You are skilled in the construction of not only regular buildings but also the technologically advanced slime pens, slime apiaries, advanced gardens, and other constructions that will come in handy for a slime rancher.

### *Home on the Far, Far Range (600cp)*

Making a home and a living in a potentially hostile environment is the sort of thing only a madman would attempt. Now you can truly be a madman, able to construct buildings capable of surviving almost any environment (like in a volcano, the bottom of the ocean, or space) and adapting slime ranching constructions (like slime pens) to contain other, often more dangerous, creatures. As long as you can successfully capture it, you can contain it and theoretically farm its products.

## **Slime Scientist**

### *Equipment Engineer (100cp)*

Slime ranching is a profession that benefits from many advanced tools. The most common is the vacpack, a vacuum-like gun, but there are plenty of others. These tools include jetpacks, repulsors, advanced miniaturized energy generators, and force fields. You know both the science and engineering behind all of these technologies.

### *Micro-Storage Design (200cp)*

Most slime ranchers make regular use of micro-storage technology. By linking a micro-storage unit to a vacpack objects sucked into the vacpack become miniaturized and stored in the unit. There are also micro-storage tanks for liquids. This perk grants an understanding of the science and engineering behind the micro-storage technology utilized by slime ranchers.

### *Slimy Geneticist (400cp)*

There are a variety of slimes that inhabit the Far, Far Range and perhaps some yet to be discovered. The crossbreeding of these slimes is a common activity for slime ranchers, but what if you could create a whole new kind of slime? You understand the plort-genetics of the slimes and thus are able to create new kinds of slimes by manipulating the structure of plorts before using them to crossbreed the slimes. This is a complicated process that takes quite a bit of time and effort, but the payout of new forms of slime that produce new forms of plorts could be immense.

### *Slime Fusion (600cp)*

Slimes are quite the durable lot, they can be thrown around with incredible force and just bounce back (literally). Wouldn't this ability be useful for humanity? Well now you know the secret to fusing slimes with non-slime organisms. This process is quite complicated and needs a well stocked lab to perform but the rewards are well worth it. Becoming a slime fused life-form grants an immunity to fall damage and an incredible boost to durability, especially against blunt impacts. This also grants you an adaptation that allows you to survive the less hospitable environs of the Far, Far Range (such as the slime sea) and the ability to breathe underwater (or under slime). Lastly you can absorb plorts to gain other slime based traits, but only one plort power can be held at one time requiring you to purge your current plort power to absorb a new one.

Whether this changes the subjects appearance or not is up to you, but once the choice is made it cannot be changed.

## **Plort Market Player**

### *Plortonomics (100cp)*

Plorts, the primary product of slime ranching, have a variety of industrial and personal uses. In order to play the plort market well requires both a working knowledge of their uses and the supply and demand nature of the market. So now you know quite a bit about economic theory, speculation, and of course the uses of plorts. Now go forth and make your fortune.

### *Risk and Reward (200cp)*

Working on the forefront of the market can be a bit dangerous, especially in unstable times. Now luck seems to be on your side, meaning as long you make a real risk you will always receive at least some kind of reward. This won't always be equivalent, and the reward will not always be in kind (for example gambling a large

amount of money won't always give you money, but maybe you will meet a new ally at the gambling table). But this should help you feel more relaxed to take new risks.

### *I Am the Manager* (400cp)

So working the plort market on the small end, while still capable of turning a profit, is nothing compared to running a full fledged business. Now you have the skill and knowledge required to start, build up, and run a business. This is useful for both creating plort based businesses or a different kind. More than that the skill you have is such that creating a business like this and turning it from a mom and pop operation to a megacorp (or any point in between) takes less time and effort than it would otherwise.

### *Blue Blooded Charisma* (600cp)

Theoretically, running a huge company requires quite a bit of charisma. Now you have the natural charisma and aura of wealth possessed of someone born into great power. Your social skills receive an immense boost, as does your personal charisma, and you give off a toggleable aura that causes those around you to see you as they would an extremely wealthy noble kind of individual regardless of how you actually look.

## **Items**

As with perks, the 100cp item is free for the respective background with the rest discounted by 50%.

## **General Items**

### *Slimepedia* (Free for all)

Ah, the slimepedia. A simple PDA like device that contains the basic instructions for how to use slime ranching tools like the vacpack, jetpack, or slime pen. This also acts like a pokedex for all known kinds of slime, newly discovered breeds must have their information added manually.

### *Basic Vacpack* (Free for all)

The vacpack, that standard tool used by slime ranchers the world over! It is a simple vacuum-like device connected to a micro-storage backpack that can pull in and shrink down objects placing them in micro-storage. They can then be propelled outward returning to their original size. This can store unliving objects, slimes, and the small animals (like hen-hens) that dwell on the Far, Far Range. The micro-storage compartment of this basic vacpack has 5 slots that each can contain a stack of twenty. The liquid tank is missing also.

### *Starter Ranch* (Free for all but Drop-In, 200cp)

So here we have the basics of what you need to ranch slimes. A simple dome shaped house with basic living utilities and a single slime pen with several plots that can be used as a base for farming, slime pens, or other constructions. The size of your

land is a simple 100 acres and appears aesthetically based on your starting location. Regardless of your starting location your land is perfectly fertile for farming all kinds of crops. Post-jump you can select to take your farm with you, either following you jump to jump or as a warehouse attachment. If taken as a warehouse attachment it can only be used for slime ranching purposes and not general storage and is simply a piece of land surrounded by a faux slime sea that cannot be swam in or used for any purpose.

## **Drop-In**

### *Dash Boots (100cp)*

So travelling the world on your won two feet is nice and all, but it can be quite tiring can't it? So here we have a pair of highly advanced boots, which when worn increase both your speed and reduces the stamina it takes to walk and run quite a bit. They won't require recharging and are rather durable as well.

### *Slime Sea Worthy Vessel (200cp)*

Large swaths of the Far, Far Range is covered in what is called the slime sea. It's not made up of slime nor is it water. It is some kind of other turquoise coloured liquid that objects or creatures quickly sink to the bottom of. It is unfit for drinking or farming, and you definitely can't swim in it. Slimes have no problem surviving and travelling at the bottom of the slime sea, and now with this you can travel across it as well. This simple ship made of advanced materials can somehow travel across the slime sea at a steady pace. With this you can now explore some of the farther reaches of the Far, Far Range!

### *Vacpack Combat Module (400cp)*

So generally things around here are kinda peaceful. Sure there are the occasional feral slimes or tarr attacks but there are other ways to deal with them. This is not for that, this is for those who wanna do some real combat using their vacpack. This module allows the vacpack to act as a weapon in a variety of ways. This includes projecting pressurized blades of air, an upgrade to suck in projectiles mid flight, the ability to propel projectiles at a proper deadly speed, and with the ability to alter the absorption and projecting speeds and the air pressure of the vacpack there are many other ways to use this module.

### *Battle Slime (600cp)*

Wow, you have discovered a brand new kind of slime: one that is about 4 feet high and blue in colour. This slime seems to have taken a liking to you and is loyal like a well trained dog. It is capable of slamming into targets with great force and it's teeth are rather sharp making it quite formidable in combat. It also has the ability to absorb a plort, purge it, and absorb a new one exchanging traits like someone altered with the "slime fusion" perk. This creature counts as a pet unless imported later on as a companion.

## **Actual Farmer**

### *Stash of Seeds (100cp)*

Here are a few seed packages for you. Each one contains seeds of one of the native crops of the Far, Far Range. This includes one package of each of the following: carrots, heart beets, oca oca, silver parsnips, cuberries, mint mangoes, pogofruits, and prickly pears. These are used to feed slimes, and if you feed a slime their favourite food their plot production is increased. These packages will restore once per month.

### *Hen Hen Coop (200cp)*

This here is a chicken coop like structure on your ranch and inside a number of Hen Hens (so named because they were specially developed to be twice as tasty as normal chicken), Roostros (male hen hens), Brian Hens (tribal chickens from the briar thickets of the Far, Far Range), and stony chicken (partially stone chickens from the mountains of the Far, Far Range). These make excellent food for carnivorous slimes, and will breed and produce eggs on their own.

### *Ranch Expansion (400cp)*

A real professional slime rancher is going to need something more than the basic 100 acres. So here you go, two more 100 acre lots to use for slime ranching purposes. These are attached but separate from your starting ranch and travel with it if you chose to have it follow you or remain attached if you choose to connect it to your warehouse.

### *Slime Habitat Recreation Zone (600cp)*

What we have here is another expansion to the ranch, a set of linked areas that are recreations of the natural habitats of various slimes. A moderately sized set of zones based on the glass desert, moss blanket, indigo quarry (including a cave), and the dry reef. This also adds a small lake of regular water to support puddle slimes.

## **Slime Scientist**

### *Slime-Environmental Suit (100cp)*

Studying slimes in their natural habitat can be a dangerous thing, especially when analysing slimes that produce radiation or have a tendency to explode. This environmental suit offers you some level of protection from natural hazards of the Far, Far Range as well as harmful properties of slimes. This also comes with a breathing mask that will allow you to explore the reaches of the slime sea.

### *Slime Lab (200cp)*

Connected to your slime ranch you find a new structure, a well stocked lab perfect for performing experiments involving slime. It comes with all kinds of scientific tools for analysing slimes, plorts, and other native flora and fauna of the Far, Far Range. This also includes tools for utilizing plorts for their various purposes.



### *Plort Converter (400cp)*

You have the tools to use plorts as they are, but with this handy device you can convert plorts into similar mundane substances. Using rad slime plorts to generate uranium, pink plorts for weak construction material, etc. You might be able to alter this machine to turn other material into plorts, or to transmute objects other than plorts into like substances.

### *Slime Generation Chamber (600cp)*

Now this is something strange, a large glass tube connected to a large computer like device. By inputting genetic strings, atomic or molecular structures this machine is capable of generating slime based on your input. It is incredibly power intensive, takes some time to work, and only generates a single slime at a time. But in spite of all of those flaws this machine is a major advancement, allowing for easier creation of new slimes and when combined with the “slimy geneticist” perk allow for the creation of incredibly potent and unique breeds of slime.

## **Plort Market Player**

### *Newbucks Under the Mattress (100cp)*

What we have here is a nice stash of seed money for starting your slime based business. Specifically this is about 10,000 newbucks which can be spent in setting on whatever you wish.

### *Plort Market Terminal (200cp)*

This here is similar to the plort market terminals found on most ranches, but this terminal is special in many ways. First of all, post jump it can still be fed plorts in exchange for an equivalent amount in local currency that you would have received in newbucks. It also taxes any plorts fed to this terminal by someone other than you by 10%. Lastly, with a little alteration, it can be used to sell animal based products (fur, milk, etc.) in the same way it does plorts.

### *Ranch Hands (400cp)*

Well you need people to work on your ranch if you are going to be busy running the business end of things. This allows you to create or import up to 8 companions granting them either the actual farmer or slime scientist background and 600cp to spend as they wish.

### *Beginings of an Empire (600cp)*

Maybe you don't want to start building from the ground up, so here you go. This is a building with offices, a factory for plort based products, and a distribution centre. More than that this building comes with a company name that is already moderately respectable and as long as you maintain it's upkeep it should make you plenty of money. Naturally this building and company name and reputation will follow you into future jumps, but if you want the factory to produce non-plort based

products you'll have to make the modifications yourself.

### **Drawbacks**

+600cp drawback cap

#### *All Alone +100cp*

While the Far, Far Range is hardly a bustling land, there are quite a few ranchers, scientists, and explorers around. Now you will never meet any of them. Your ten years here will be spent in the company of you and your companions alone.

#### *Attack of the Tarrs +200cp*

Tarrs, the vicious mutated slimes they are, would be an occasional occurrence before, But now will be a near constant threat appearing in droves and targeting your slimes in specific. They will find a way into your ranch somehow so keep an eye out.

#### *Feral Infestation +200cp*

Slimes can go feral if they are starved, which would cause them to actively attack non-slimes on sight. Now nearly all slimes you encounter in the wild are feral, making heading out to catch them much more of a chore.

#### *Barren Range +200cp*

Raising crops is an important part of slime ranching, slimes won't produce plorts if they aren't fed. Now the land is much less fertile, reducing crop production and it will also be much more difficult to find edible plants and animals in the wild.

#### *A Fool and His Newbucks +200cp*

Ranching can be a profitable venture, but not so much for you. No matter how hard you try it will be near impossible for you to turn much of a profit. Plorts will sell for less, you will constantly run into unforeseen expenses, and you will occasionally just lose money somehow.

#### *Battle of the Ranchers +300cp*

So, you think you can ranch slimes huh? You think your good at this? You think your tough? Well you better be, because now completing this jump is reliant on you being more successful than your rival. Out there in the world is an individual with powers equal to you and has the full perk tree of your selected background from this jump. If you are an actual farmer, you simply need to have a better and more profitable ranch than them. If a Plort Market Player than its the same but for your whole business. A Slime Scientist will have to have developed a much more impressive (as judged by jumpchan) creation than your rival. Drop-Ins have it the simplest: You must slay your rival by the end of your ten years. Good luck.

### **Notes**

Slimes are of about animal intelligence, with the specific level of intelligence depending on the breed. For instance Tabby Slimes, being cats-slimes, are more

intelligent than the regular pink slimes are.

## Known Slime Types and Plort uses

**Pink:** Pink Slimes are the most common slime found on the Far, Far Range. They're cheerful, docile, and the easiest of all slimes to ranch. A pink slime will eat anything you put in front of it, though they have no favorite food, and their plorts are the least valuable of all slimes. Pink Plorts are an excellent "multipurpose generic substance" used to manufacture everything from food products to household cleaners. All over earth, people are eating burgers, sweetening their coffees, or scrubbing their floors with pink plort products. That's some serious versatility!

**Tabby:** Tabby slimes share many curious similarities to domesticated house cats of Earth. With their perky ears, striped backs, and swaying tails, you'd almost mistake them for a true feline... if they weren't made entirely of gooey slime, of course. A tabby slime generally doesn't mean any harm to a rancher, but like their spiritual Earth cat cousins, often causes a great deal of chaos anyway. Tabby slimes love to steal things they don't eat, like fruits and veggies. Tabby plorts are a key ingredient in a variety of 'performance enhancing' products that grant the consumer a surge of the tabby slime's signature energy and exuberance. And while athletes the world over take them to gain an edge, prolonged use often results in 'uncontrollable butt wiggles,' another (less desirable) signature of the tabby slime.

**Rock:** Rock slimes earned their name from the rocky crown of sharp spikes atop their slimy bodies. But their affection for minerals doesn't end with their appearance: rock slimes are strict vegetarians, favoring the satisfying crunch of the heart beet most of all. The dangers of a rock slime should be fairly obvious: their rocky crown is sharp enough to pierce straight through a rancher's boots. But it's not all about watching where you're stepping as these rocks are always rolling. When you see a rock slime revving up for a tumble, it's best to get out of the way. Rock plorts are prized for being a key component in the production of 'blue metal,' an amazing alloy that's stronger than titanium and lighter than plastic. Because of its amazing strength, blue metal is often a key component in the hulls of light-speed capable starships, synthetic appendages, and protective holophone cases.

**Hunter:** The hunter slime is the wild cousin of the tabby slime. A much more capable creature than the playful tabbies, the hunter slime excels at stalking the chickens of the Far, Far Range. A hunter slime's slimological makeup allows for a natural cloaking ability that renders it almost completely invisible. Their only tell is in their giant, almond eyes, which can often be seen hovering in the dark. This effect is often described by unsuspecting ranchers as "aaaahhhhHHH!" A hunter slime has keen senses and can detect its prey from great distances. This makes finding a good location for their corrals challenging. Amazingly, a serum can be made from hunter slime plorts that can actually render a person invisible! The effect only lasts for about a day, but this serum is nonetheless incredibly popular back on Earth as many people

find it's effects very soothing. Sometimes you feel like you just want to disappear for a while. But then about a day goes by and you realize that not only did you miss being seen, but others missed seeing you too.

**Rad:** It's unknown if rad slimes, sometimes called 'raddies,' came to be from external radiation sources or from something naturally occurring within the Far, Far Range. Regardless, rad slimes emit such a potent aura of radiation they glow in the dark! A rad slime's radioactive aura can induce rad poisoning to a rancher if they remain within it for too long. Ranchers are advised to monitor their rad exposure levels when handling these green globs of gamma goo as extended exposure can cause serious bodily harm, or worse. However, their radiation can be weakened temporarily when Ranchers fire water directly at them. Given that raddies are basically mobile batteries, it's no surprise that corporations value rad plorts for their incredible energy-producing capabilities. Most rad plorts get turned into 'plortonium' and everything from the latest holophone to a radwave microcook system runs on the stuff.

**Boom:** Boom slimes are often heard before they're seen. The slime cells of a boom slime are constantly vibrating, causing their slime to increasingly crackle with energy before ultimately exploding. However, the boom slime always comes out unscathed, though always a little dazed. Boom slimes are constantly building toward an inevitable explosion, making them quite hazardous to ranchers. In addition to those explosions causing bodily harm, they also have the capacity to send all nearby slimes flying into the air, making them a hard slime to corral. To prevent them from exploding as often in corrals, you can purchase a music box to calm them down. Highly volatile boom plorts have all sorts of applications, including powering rocket thrusters and demolitions. Military organizations value their highly destructive capabilities for 'medical technology and other research.' Imagine that!

**Crystal:** Believed to be a cousin of the rock slime, the crystal slime is covered in a crown of shimmering, crystal spikes. These spikes seem to form from the crystal slime generating a tremendous amount of internal heat and warping the minerals around them; a truly alien behaviour. The sharp crystals adorned on the crystal slime's crown will cause a great deal of harm if touched. Worse still, the crystal slime routinely creates large patches of dangerous crystals in the environment around them. Thought to be a means of expelling internal heat, these crystal patches are ultra-hot and can be shattered if splashed with water. Though the crystals produced by a crystal slime are highly unstable, a crystal plort, like all plorts, is far more pure and can be used by slime scientists to engineer a variety of metals that are entirely transparent. This innovation has led to metropolitan areas on Earth completely transforming visually, allowing more light to reach the streets and the space as a whole a chance to 'breathe.' Architects often describe these transparent metals as 'so totally cooler than normal, boring metals.'

**Phosphor:** Phosphor slimes come out at night, flying about the moonlit range upon their translucent wings. Phosphor slimes have a luminescent slime core that pulses

with a soft glow, making them easy to spot. It's for this reason ranchers sometimes refer to them as 'low stars.' Phosphor slimes have special needs compared to your typical slime. A phosphor slime and its plorts will quickly vanish if exposed to sunlight, meaning a rancher could quickly lose an entire corral's worth of phosphor slimes if not careful. The luminescent compound found within phosphor plorts can produce light for over 100 years, making it an incredibly eco-friendly form of illumination on Earth. Cities across the globe are slowly switching over to phosphor lights, saving trillions of gigawatts of energy daily. Plus if you rub the stuff in your hair, it glows and looks really cool.

**Honey:** Honey slimes are an odd breed of slime composed of a hyper-sweet slime compound. Most slime scientists believe this to be the result of their slime cells replicating the natural sugars found in the fruits and floral nectars of the Far, Far Range. Most ranchers agree their plorts taste great on cereal. Honey plorts are highly prized by food manufacturers. Though the plorts are naturally incredibly sweet, the discovery that they could be refined into an even sweeter substance made their demand soar. These refined honey plorts are said to score an unprecedented 867 on the Werner-Thompkins-Hong sacchrino scale, just a few points shy of 'not fit for human consumption.'

**Puddle:** Puddle slimes are a rare species of slime that live in fresh water pools found on the Range. These slimes don't eat fruits, veggies, or meat like most other slimes. Instead, puddle slimes absorb water into their bodies while they sit on the surface of a pool, so instead of a corral, you must purchase a pond to enclose them. Puddle slimes need fresh water to survive and will quickly evaporate if left on any other surface for too long. Puddle plorts are made almost entirely from an incredible hydro compound known by chemists across the galaxy as H<sub>2</sub>O<sub>h</sub>h<sub>h</sub>h. This compound is used to create an absurdly expensive brand of bottled drinking water that is sought after by the elite back on Earth. While some people argue that there is little difference in taste between it and tap water, those people seriously are not getting it.

**Gold:** The most elusive and sought after of all slime species is easily the Gold Slime. Very little is known about these slippery creatures as they have proven impossible to capture. Gold Slimes are quick as a flash and will immediately begin to flee ranchers on sight. If a rancher is to profit from an encounter with a Gold Slime, they need to think quick. Gold Slimes produce no direct risks to a rancher but their appearance often induces panic and leads to (sometimes fatal) mistakes. Further, the only way to obtain gold plorts is to strike a Gold Slime with any spare resources in your vac. Doing so can produce a gold plort, though it also leaves a trail of additional resources in the area, leading to unintended largos, or worse. Gold plorts have little practical use and are the most valuable of all plorts simply because they are shiny and rare. Back on Earth, the elite love to adorn themselves in jewelry made of gold plorts, far exceeding the value of any terrestrial precious metal. For this reason a rancher should never pass up the chance to get a gold plort or two from a chance encounter with a Gold Slime.

**Lucky:** Lucky slimes are a strange variant of Tabby Slime that seem to have a fascination with shiny objects, particularly newbuck coins. A lucky slime gobbles up any coin it can find, giving it a distinct jingling sound as it moves about. However, coins don't make for a balanced diet and a lucky slime will still greedily devour meat of any kind. In doing so, its body bursts with a shower of newbucks, leaving little room left in its slimy tummy. This burst often sends the lucky slime flying into the air. Upon detecting a rancher, the lucky slime will soon make a hasty retreat. No known rancher has been skilled enough, or perhaps lucky enough, to capture one of these slippery slimes. Lucky slimes pose the same risk to ranchers as other rare slimes: mainly, accidents in pursuit which can lead to demise. The promise of a small fortune when encountering a lucky slime has led to more than a few ranchers head-first into the slime sea. This occurrence has led some of the more superstitious ranchers to see the lucky slime as a bad omen, or the universe testing their greed. These ranchers will ignore lucky slimes altogether, even purposefully shooing them away. Well, until you hear those newbucks jingling, and then, maybe just one shot couldn't hurt. A lucky slime isn't known to produce plorts of any kind. Leading slime scientists believe this to be the result of the lucky slime not being a true slime variant. Rather, lucky slimes are believed to be just an abnormal tabby slime: one whose color has faded as a result of ingesting so many coins. It is perhaps this very change that also led to ceasing plort production.

**Tarr:** The Tarr are formed when a largo eats a plort unlike the ones it produces. A terrible transformation occurs that turns the slime into a sludge filled with a swirling, prismatic array of colors and a relentless appetite. The Tarr seek only to consume and replicate. Because of this it can spread rapidly through out the ranch. The only way to stop a Tarr outside of incinerating it or throwing it into the slime sea is with fresh water. One splash will stop a Tarr from spawning new Tarr, and repeated splashes will destroy it entirely. However, fresh water does not kill the Tarr and it will continue to expand. Tarrs do go away naturally after having not done anything for a while. Alternatively many ranchers recommend running away with their arms waving, screaming. The Tarr are the single biggest threat to ranchers. The Tarr will seek out slimes to consume and replicate themselves, but also devour chickens, rot crops in their proximity, and even devour ranchers! The Tarr produce no plorts, only more Tarr. And then more Tarr still.

These are only the known forms of slime found on one of the Far, Far Range's continents. Who knows what kind of slimes live elsewhere or what their plorts are capable of.