



Slot Brothers: How to Play

Number of Players: 2 to 6

*"You don't have to read the manual,
just roll the dice, and you'll figure it out!
It's simply a fun game, that's all!"*

*"Come on, Pancho, what are you saying?!
Everyone, make sure to read the manual
100 times before enjoying the game."*

*"Pancho is bold, and Pincho is cautious,
both of them are truly extreme.
After reading the manual once,
let's try playing the game!"*

A reliable ally
Sombrero



Cautious Middle-Child

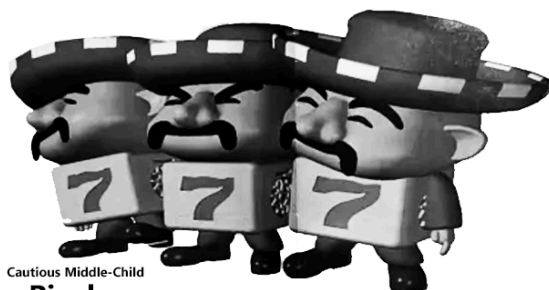
Pincho

Confident Older Brother

Pancho

Cheerful Youngest Brother

Poncho



● Set Contents

Cards (72 Total)



Slot Cards (62)

Collect these cards to increase your point score, the goal of the game. The top number indicates the point value, and the bottom number shows the probability of obtaining the card by rolling three dice.



Sombrero Cards (6)

A card to protect the Slot Cards obtained. This card does not provide any points. The number below uses the Gamble Die, along with four dice to roll for this card to determine its acquisition probability.



Jackpot Reference (4)

A convenient card to quickly identify bonuses. *Note: this is not a card for in-game use. Please do not use this card in actual games. Remove them before proceeding.*

Dice (4 Total)



Slot Dice (3)

One surface with "7,"
Two with "BAR,"
and three with "Melon."



Gamble Die (1)

Slightly larger than Slot Dice.
One surface with "7,"
One surface with "BAR,"
Two with "Melon,"
Two with "Sombrero/Hat."
Used for "Challenge."

Note: If you find yourself without the correct dice to play, please consult the chart to see how to use regular six-sided dice instead. Please select a die that differs to represent the Gamble Die.

Slot Dice Conversion

1	Lucky 7
2, 3	Bar
4, 5, 6	Melon

Gamble Dice Conversion

1	Lucky 7
2	Bar
3, 4	Sombrero
5, 6	Melon

● Preparation (Very Easy)

1. Start by removing the Jackpot Reference cards from the deck, shuffle the deck, and place it face down on the table.
2. Determine the playing order by playing rock-paper-scissors. The winner starts, and the order proceeds clockwise. *(Since this can get confusing with 3+ players, you can also decide who goes first based on who had the most recent birthday.)*

● Basic Game Flow

1. The first player lays out three cards from the deck onto the table, as shown in Figure 1.
2. Next, roll the three Slot Dice simultaneously. (Do not use the larger Gamble Die yet.)
3. If all the symbols on a card match the symbols on the rolled dice, you can take that card. (See the example below.)

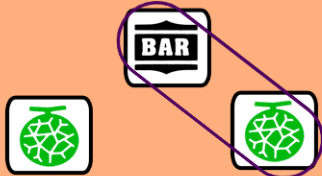
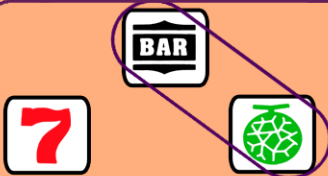


	Example 1	Example 2
Dice Symbols That Appeared		
Slot Cards in Play		
	Earn 50 Points	Earn 150 Points + 50 Points = 200 Points

Figure 1

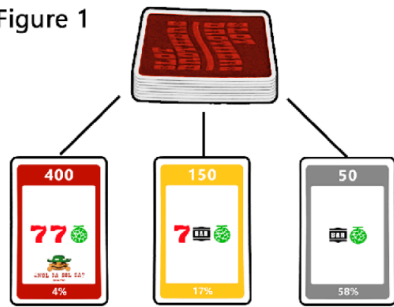
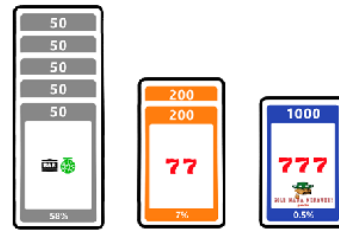


Figure 2



4. As you gain cards, arrange them in front of you sorted by score, as shown in Figure 1.
5. If after rolling the dice, you cannot take any cards, then your turn ends.
6. At the beginning of your turn, you must decide whether to keep the cards left by the last player or clear them and draw three new cards before you roll the slot dice.
7. Cleared cards are set aside face-down in the Discard Pile.
8. If there are less than three cards left, draw cards until there are three on the table before rolling the Slot Dice.
9. When the deck runs out, shuffle the Discard Pile and use it as the new deck.

● Endgame

1. The game ends when a player reaches the target score. At that point, scores determine the rankings of the remaining players.
2. The target score changes based on the number of players. When playing with 2 or 3 players it is 1,800, however when playing with 4, 5, or 6 players, it is 1,500. When you are within 200 points of the target score, announce “*Arriba!*”

3 players or fewer	1,800
4 players or more	1,500

● Gamble


1. If you can take a card on your turn, you may choose to bet it for more points by starting a Gamble.
(The bet card is not yours yet, so do not mix it with cards you have already won.)
2. If you decide to Gamble, draw cards from the deck until there are three on the table again. You must decide whether to take the Gamble before replenishing.
3. The player attempting the Gamble rolls the three Slot Dice and the additional Gamble Die. As before, if all symbols on a card are represented by the symbols on the dice, take it.
4. If you succeed in taking at least one card during the Gamble, you can continue the Gamble. However, if you fail, then you’ll lose all the cards you’ve bet and taken during that round. All cards lost during the Gamble are placed face down in the Discard Pile.
5. If you choose not to Gamble, the cards taken in that round officially become yours, and the turn passes to the next player.

● Jackpot

1. If the combination of symbols on the die ever match the symbols shown below, then you achieve a Jackpot! Depending on which Jackpot combination you rolled, you may steal one or two cards from another player.

	<p>From another player: You can take two cards in total You can steal them!</p>
	<p>From another player: You can take only one card of your choice. You can steal it!</p>

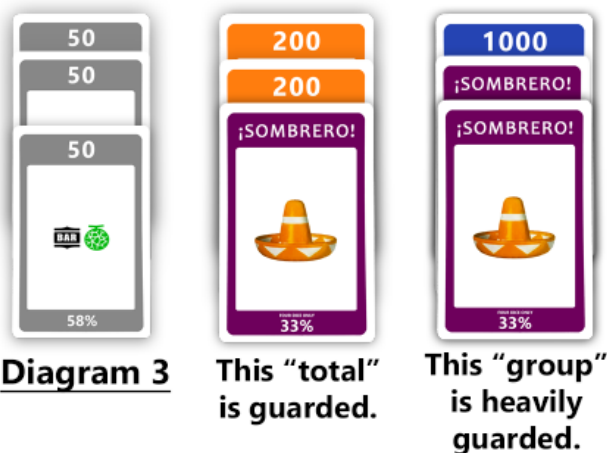
2. If no other player has cards to steal, you may instead draw and immediately take your won number of cards from the deck. If only one card is available to steal from another player, then you may draw the other card you won from the deck if your Jackpot earned you two steals.
3. Additionally, when you roll a Jackpot, regardless of whether cards from the table can be taken or not, you earn the right to Gamble. However, if the Gamble fails, then any cards won during the Gamble as well as the cards stolen or drawn through the Jackpot are lost and must be placed in the discard pile.
4. During a Gamble, the chance of rolling four “7’s” is an astounding 11 in 1,286, or 0.85%! This incredible Jackpot (referred to as Tequila) ends the game immediately, with the player who rolled it being declared the winner unconditionally.
(It’s such a momentous event that it calls for a toast with Tequila!)

	<p>Victory! Tequila!!</p>
---	----------------------------------

● Protect Your Valuable Cards with the Sombrero!

1. The “Sombrero!” Card is adorned with a sombrero symbol and has no score value, however, it is a reliable card for protecting your precious cards from being snatched when other players hit the Jackpot.
2. When a Sombrero card is on the table, you may earn it by rolling a Sombrero symbol on the Gamble Die during a Gamble.
3. Once you’ve obtained a Sombrero Card, overlay it on your most valuable card group to protect it. (Refer to Diagram 3). By doing this, the group under the Sombrero Card is considered guarded, and other players must first steal the overlaying Sombrero Card before they can attempt to steal the protected cards.

4. Multiple Sombrero Cards can be stacked. For example, placing two over a 1000-point card will keep it safe even if both are stolen during a Jackpot. Use your Sombreros wisely to ensure your most valuable cards remain protected!
5. The group guarded by the Sombrero Card can only be changed during your turn before the next player rolls the dice. When you wish to change what you're protecting, you must announce to other players: *"I am changing the Sombrero Card."*



Pancho's Advice (1)

Don't recklessly just discard the cards when your turn begins, think carefully about whether you'll want them!
Once you've decided, don't second guess yourself and say "On second thought..." Got it?



Pincho's Advice (1)

No matter how unfortunate the starting cards are, you cannot discard the cards drawn on the first turn...



Poncho's Advice (1)

If you're not careful you might realize you've accidentally surpassed the goal score, I suggest you keep track of your score as you play!



Pancho's Advice (2)

If you Gamble then you can roll four dice at once!
In other words, the chance to get a card increases.
This is higher than when rolling three dice.
So there's no reason not to Gamble!



Pincho's Advice (2)

If you definitely want to increase your points, act carefully.
It's best not to Gamble recklessly.
Why? Remember, "even a grain of desert sand adds up."
Doesn't that make sense?



Poncho's Advice (2)

When you feel like "Gambling," go for it.
 If not, it's okay not to do it.
 And when it works out, isn't it great?
 Isn't this good advice?

**Poncho's Advice (3)**

Getting three Melons earns you nothing?
 Not true: the other players may applaud you!
 They might praise you, saying "So clean, so neat."
 And that's a joy in itself.

**Pincho's Advice (3)**

If you land the Jackpot, you can steal Slot Cards
 from another player, however, if they have a Sombrero Card
 then you won't be able to take anything valuable
 ...haven't I explained this already?

**Pancho's Advice (3)**

A 1 in 1,296 chance is like finding a contact lens
 that you dropped in the desert. But it's
 a tremendously higher probability, I think!

**Sombrero's Advice (1)**

If you're unlucky enough to pull three Sombrero Cards at once
 then the chance to get a card is almost nothing without a Gamble.
 But in spite of this sadness, you must roll the dice anyway.
 I call this situation the "Sad Sombrero".

**Sombrero Advice (2)**

If you get a higher value card than the ones your
 Sombrero Card is currently protecting,
 remember to move your Sombrero to the new
 card, if you forget, you're certain to have a bad time!
 No kidding! It's true!



Who Are the Slot Brothers?

The Slot Brothers (also known as the Sanchez Brothers) appear in the cult classic SNES RPG *"MOTHER 2,"* or *"EarthBound"* as it's known outside of Japan, where they appear near the Dusty Dunes Desert highway. While Pincho and Pancho are actually brothers, Poncho is only a friend of theirs. If you met him in *EarthBound* you may remember him introducing himself as Tomas Jefferson (or Oshio Heihachiro, if you played *MOTHER 2* instead) however this is only him joking around.



Slot Brothers is the property of Nintendo and APE, Inc.

Translation and Localization by MonkeyNess and Malphasura, product provided by Chuggaaconroy, 2025.