



# RULEBOOK

Based off of Nintendo's Splatoon  
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# HOW TO WIN



Are you ready to paint your way through the turf? Can you make the board shine in your own color? Utilize the Inklings to move across the game board and color as many tiles as possible. The player with the most colored tiles, or “claimed territory”, on the game board wins!

## COMPONENTS



### Game Map Tiles (Board)



Two 5x5 pieces



Two 3x3 pieces



Two 4x2 pieces



Four 3x1 pieces



Three 5x1 pieces



Six 1x1 pieces



### Timer



### 112 Reversible Ink Tokens



### 3 Bomb Tokens



### 2 Special Balls: One per side



### Information Cards

## SET UP



Both Players will get the tile pieces to make the map. The Players have freedom of choice on placing tiles anywhere they like, aside from having tiles behind the spawn point. Some tiles will have marks that will designate a wall, in which Ink cannot be covered and characters cannot move there.



Each player having access to up to 4 Inklings. Each Inkling can utilize any of the following weapons: the Shooter, the Blaster, the Charger, the Roller, the Inkbrush and the Sloser.



The players will begin the game at opposite ends of the board in the spawn area.



Each player has access to information cards for their selected weaponry. Each information card has information relevant to the specified weapon.



Each player has only 10 turns each round in which they must color as much of the game board in their assigned color. During each turn, the player only has 30 seconds to make their move.



The player who covers the most “territory,” or covers most of the game board in their assigned colored tiles, wins the game. Now, it’s time to play!



# HOW TO PLAY



**Move Phase:** Player 1 will begin by utilizing one of their Inklings to move a set number of tiles across the board. An Inkling can move freely within tiles that are covered in their own team's ink.



**Paint Phase:** Once the move phase is done, up comes Paint Phase. The player can choose one of their Inklings to cover ink tiles. This inkling can be a different inkling than the one that was used in the move phase.



Player 2 will repeat the same process. Once Player 2's turn ends, it goes back to player 1 and the process repeats.

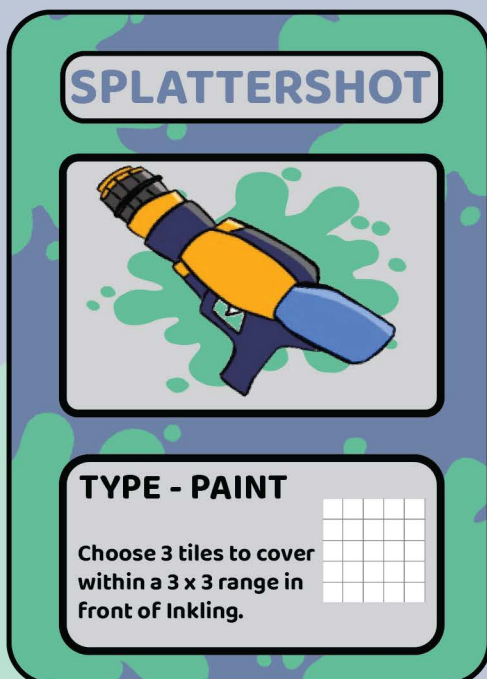


After 10 rounds have passed, the player with the most colored tiles across the board, or the most covered "territory," wins!

## SPECIAL ABILITIES

After their 5th turn, each player will unlock special abilities. Each player will draw from the Special Card Pool. They now have the option to utilize the special ability written on the card during turns 6 through 10.

## CARD LAYOUT



**Name:** The name of the Weapon/Ability



**Description:** Gives the player information of how each weapon or ability works. .



**Tile Grid:** Only on Weapon cards. Gives the pattern that the weapon can cover when shot or the trail it leaves behind.

# WEAPON CATALOG



**SPLATTERSHOT:** A popular gun for beginner and pros, the **Splattershot** is a gun that allows the player to chose to cover 3 tiles within a 3 x 3 area in front of the inkling. With its versatility, a player's real skill may show when using the SplatterShot.



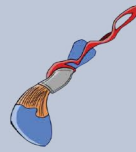
**SPLATROLLER:** Some people want to go up close and personal. For those people, it is the **Splatroller**. With the roller, you can move 3 spaces and leave a 3 x 1 trail before you, and can run over enemies back to spawn. The bulkiness of the weapon may be difficult to cover tiles in a small space, but great on open turf.



**SPLATCHARGER:** Stay at a safe distance and pick off your opponents from afar with the **Splatcharger**. The splatcharger fires 5 tiles in front of them, making it great for covering turf within a long distance. While a great tool, be aware of enemies approaching, as the Splatcharger is weak to attacks from the side.



**INKBLASTER:** Maybe some might want to keep at a distance but also get more turf coverage. The **inkblaster** is the choice for that. The Inkblaster fires in a "T" shaped pattern, able to keep a distance, whilst being better at covering enemies from the sides. The weapon is a little difficult to use, so don't just go all guns blazing.



**INKBRUSH:** The **inkbrush** is a lighter version of its cousin, Splatroller. The Brush can only leave a 1 x 1 trail per move, it excels at moving great distances, with the ability to move 5 spaces. The weapon is great for those who prefer mobility, and the Inkbrush will surely deliver by navigating through narrow areas at a much quicker pace than any other weapon.



**INKSLOSHER:** A tricky weapon to use in combat, the **Inkslosher** may seem to be a traditional close ranged weapon, it can cover tiles in a "V" shaped pattern, which may catch the opponent off. May look simple, but looks can be deceiving. Don't let the bucket fool you.

# ABILITY CATALOG



**Tornado Missile:** This special ability allows the player to throw the special ball onto the game board and wherever it lands, the surrounding 3x3 area on the game board is covered in the player's ink. Any opponent in the vicinity returns to the spawn area.



**Double Trouble:** This special ability allows the player to cover double the number of tiles the currently deployed Inkling can color. For example, if a weapon normally colors 4 tiles, this special ability will allow the player to color 8 tiles during the current turn.



**Ink Barrage:** This special ability allows the player to select an area of up to 10 tiles of opposing territory that they want to color in their assigned color.



**Bomb Rush:** This special ability allows players to use 3 bomb tokens to cover the field. The player will flick the tokens with their fingers. Wherever the tokens land, they will cover the surrounding tiles in a "+" shaped pattern with the player's ink. Any Enemy Inkling within the vicinity of the bombs will return to spawn. If a bomb token lands on a wall or goes out of bounds, that bomb will not detonate.



**Stingray:** This special ability allows for the player to throw the special ball. The player can then throw the ball at the opponent within 30 seconds, and if the ball hits the opponent, the player can send one of the opponent's inklings of choice to the spawn area. If the opponent dodges the ball, the special ability fails. Both players cannot move from their seats.