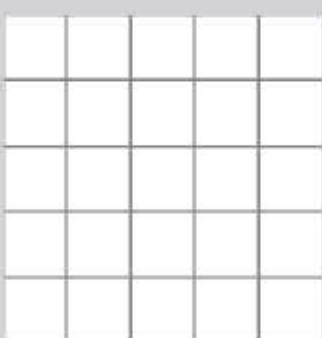


SPLATTERSHOT



TYPE - PAINT

Choose 3 tiles to cover within a 3 x 3 range in front of Inkling.

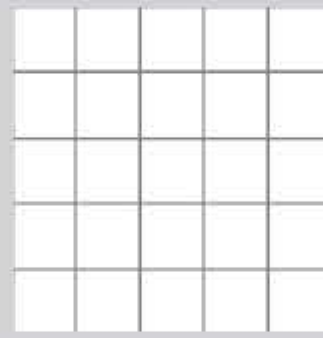


INKBLASTER



TYPE : PAINT

Covers Tiles in a "T" Shaped Pattern in front of the Inkling.

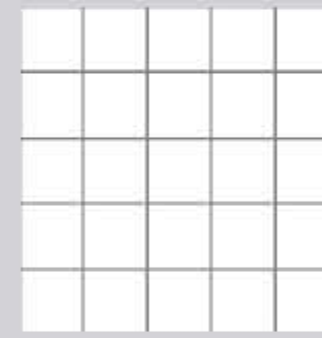


INKSLOSER

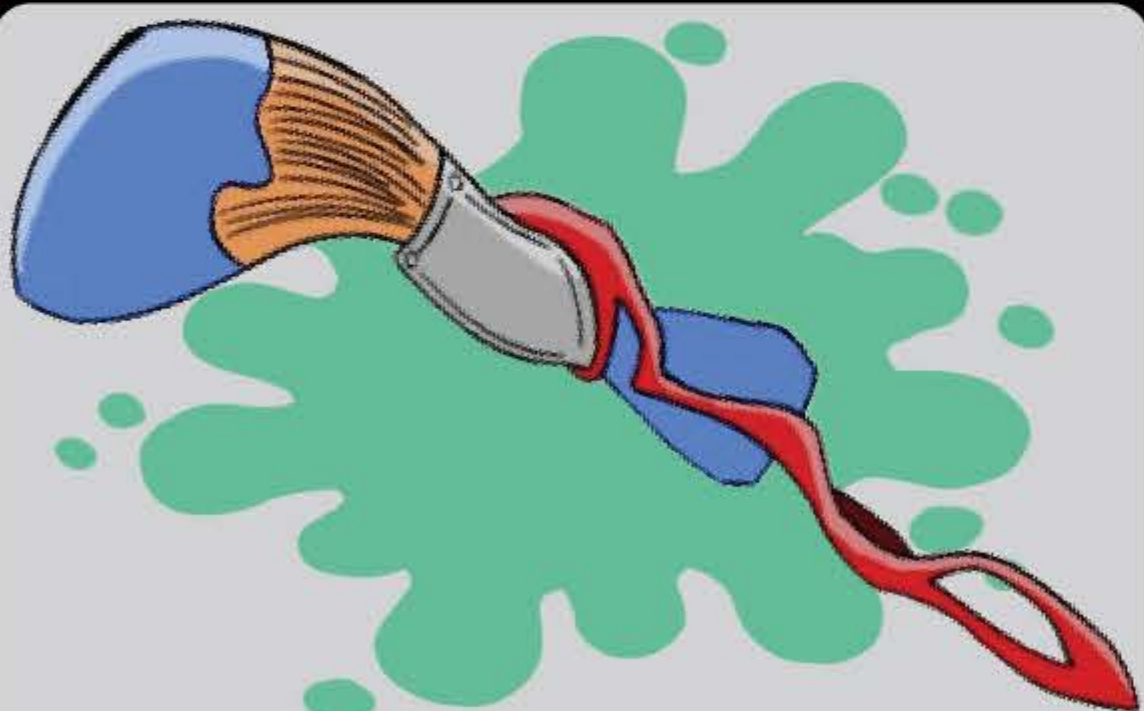


TYPE : PAINT

Covers Tiles in a "V" Shaped Pattern in front of the Inkling.

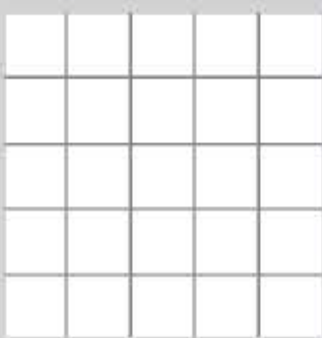


INKBRUSH

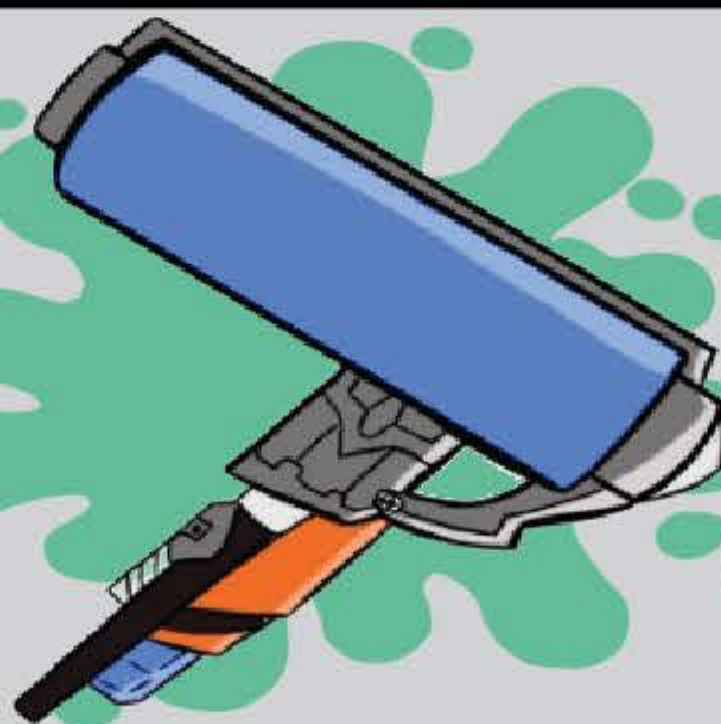


TYPE : TRAIL

Can Move 5 Tiles. Leaves behind a Ink Trail of size 1x1 per move.

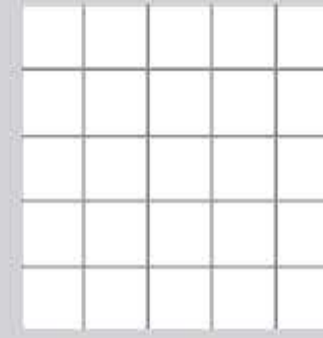


SPLATROLLER



TYPE : TRAIL

Can Move 3 Tiles. Leaves behind a Ink Trail of size 3 x 1 per move.

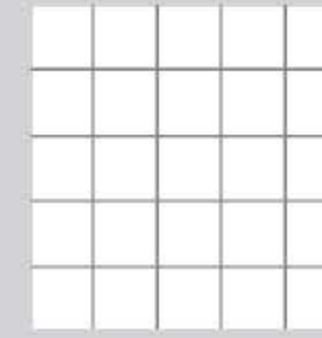


SPLATCHARGER



TYPE : PAINT

Covers 5 Tiles in front of Inkling.

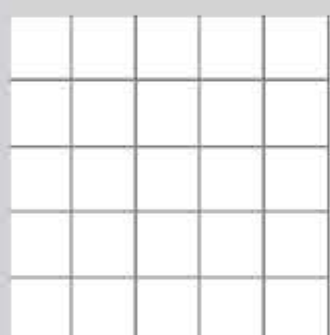


INKBLASTER

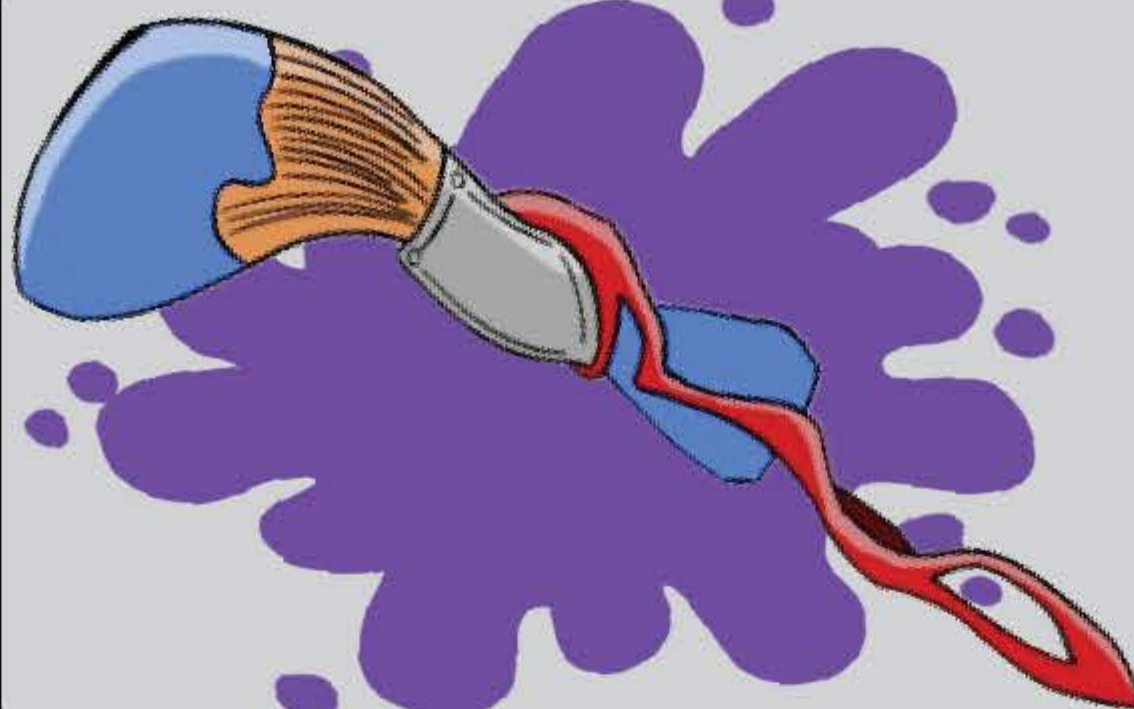


TYPE : PAINT

Covers Tiles in a
"T" Shaped Pattern
in front of the Inkling.

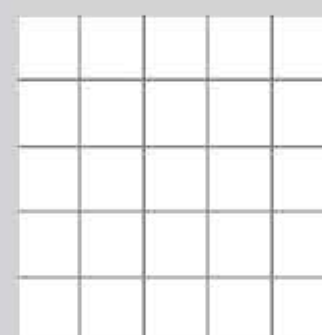


INKBRUSH



TYPE : TRAIL

Can Move 5 Tiles.
Leaves behind a
Ink Trail of size 1x1
per move

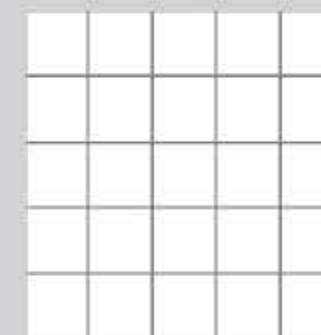


INKSLOSER



TYPE : PAINT

Covers Tiles in a
"V" Shaped Pattern
in front of the Inkling.

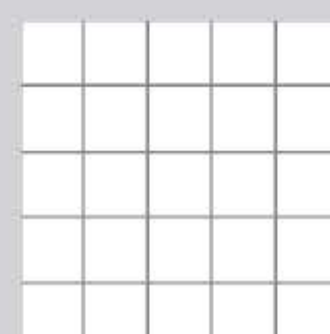


SPLATCHARGER



TYPE : PAINT

Covers 5 Tiles
in front of Inkling..

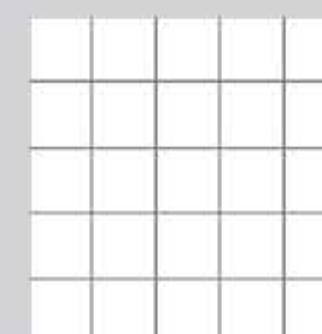


SPLATROLLER



TYPE : TRAIL

Can Move 3 Tiles.
Leaves behind a
Ink Trail of size 3 x 1
per move.

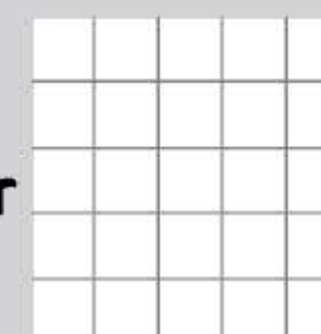


SPLATTERSHOT

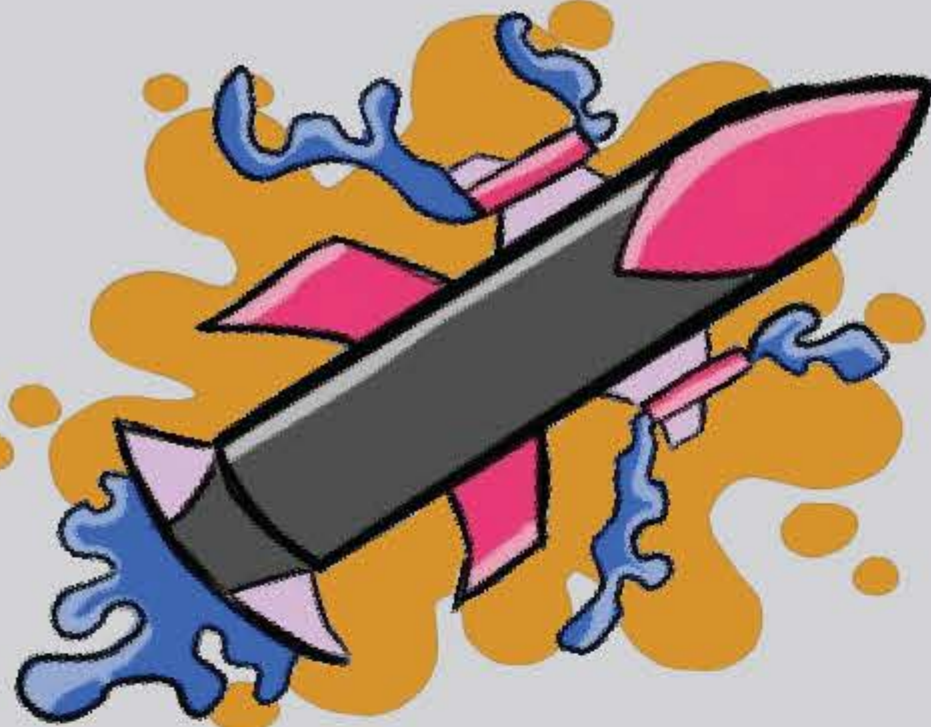


TYPE : PAINT

Choose 3 tiles to cover
within a 3 x 3 range in
front of Inkling.



TORNADO MISSILE



This special ability allows the player to throw the special ball onto the game board. Wherever the ball 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.

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.

INK 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 and wherever the tokens land will cover the surrounding tiles in a "+" shaped pattern with the player ink.

Any Enemy Inklings within the vicinity of the bombs will return to spawn. If a bomb token lands on a wall or goes out of bounds, it fails to deploy.

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 this turn.

STINGRAY



When Activating this Special Ability, the player gets access to the special ball. The Player must throw the ball towards the opponent within 30 seconds. If the ball hits the opponent, the player can send one of the opponent's inklings of choice to the spawn area and the opponent loses their next turn. If the opponent dodges the ball, the special ability fails. Both players cannot move from their seats.

SPLATOON