Welcome to the Splatoon 2 standard callouts guide, hosted by the [Inkademy](https://discord.io/inkademy).

**Updates to this guide will be frequent, especially this early on. I’ll be posting when I update any parts of this guide on Twitter at** [**@im\_flc**](https://twitter.com/im_flc)**. If you have feedback, corrections, and so on, you can contact me on Discord (preferably) or Twitter.**

Within you will find sets of callouts for each map in Splatoon 2. However, this set is a little different from what has been made available previously, and will continue to develop as new maps are released. As such, **please read this introduction first!**

1. **Why? Standardisation.**Splatoon 1’s callout maps were either incomplete, inconsistent, hard to learn, or nonexistent.  
     
   Standard callouts have been missing from Splatoon for a long time now. Standard callouts are important so that players can easily enter a competitive setting without needing to relearn how they communicate in-game each time they change teams. This facilitates pickup squads, free agents, and established teams alike, because a standard set of callouts makes it easy to improve communication.  
     
   Furthermore, standard callouts can be used with confidence. Instead of worrying if you’re calling something wrong, you can just say what the standard callout is and you’ll be fine.
2. **Callout levels.  
     
   Not currently implemented, but will be over time.**Each map has several levels of callouts with increasing amounts of complexity. **Level 0 callouts are the least complex. Higher-level callouts are provided for greater precision.**There are several reasons for doing this.  
     
   First, this helps to not overwhelm new players/teams with complex callouts while also providing more organised teams with the detail they need.  
     
   Second, these callouts are intended to be used situationally. For example, a team might like the specificity in a few level 2 callouts for dealing with common sniping spots, but then call pushes using level 0 and individual players using level 1.  
     
   Note that *more precise callouts can be a detriment in this game.* Movement is fast enough and responses are delayed enough (due to limited range) that specific callouts for moving targets will only serve to confuse your team. You should practice using these callouts and find the balance that’s right for you.
3. **Naming convention.**The other document in this folder contains an overview of the naming convention. For the most part, I use a sizeable but common set of terms for generic locations, and unique, easily-remembered callouts for stage-defining areas. There are some exceptions to that last part, but they should be obvious.

**Once the multi-level callouts are done and published,** the .ai (Adobe Illustrator) files used to generate these maps are included if you want to mix and match.

**Q&A for established teams**

**“Why should we use these callouts when ours work just fine?”**

One: because Squid Colosseum and LFG server tryhard lobbies exist, and using your in-jokes or whatever as callouts is not going to do you any good there. Not to mention the ubiquitous pickup groups entering tournaments.

Two: because most teams that exist right now aren’t going to stay together for very long, or will at least swap members around. Not having to teach your new teammates how to talk to you is a lot of time saved.

Three: because you probably don’t have any good callouts yet.

Four: because casters also use these callouts from time to time, so having standard callouts for both their and their viewers’ sake is useful.

Five: You don’t have to. If you prefer your callouts over keeping to the standard and that works, there aren’t any squid police going to come for you.

**“These names make no sense/are stupid/are inconsistent!”**

If enough people complain about the same thing, I’ll change it. I’ve probably screwed a few things up here and there.

In some cases, especially with returning maps, I’ve changed common names around due to changes in the map combined with inconsistencies in Splat 1 nomenclature. For example, I’ve called the fire escape (below plat) on Moray “danger” instead of “sneaky” because a) half the community called the bit below old zone “sneaky”, and b) there’s now a zip line connecting the two parts of the map that used to be called “sneaky” by various people and that’s only going to confuse matters even more.

I’ve also included some prop-based callouts that might elicit some giggles when you’re first learning them. This is kind of the point; pairing names with places goes a lot smoother when the names are distinctive and get a reaction.

**“What’s wrong with left/right/mid?”**

Not much, really. Keep using them if you like. As ever, context will tell you if a specific callout makes sense or if you can simply give a direction.

One thing to note, however, is that some people’s idea of “left/right/mid” might be different from yours. That is to say, because they’re relative callouts, you might say “push left” to mean “cross mid on the left side”, and your teammate might interpret that as “take a hard left flank”. Using named callouts rather than relative locations removes this ambiguity.

**“Non-English callouts?”**

Can’t do much about this, I’m afraid. I can get translations if necessary, but most of these callouts are chosen for being single-syllable, which is not going to be the case in other languages. You can still get a general idea of what you could use in your own native language from this guide, though.

**Credits**

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