

Inkage - The Unofficial Splatoon Board Game

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Game Time: 15+ mins

Players: 3-4

Rules

Each player starts with their player marker in a different corner of the hex board. The goal is to fill the most spaces on the board with their own color. Players can decide on the amount of turns to play before a game starts, or have the game end when the board is filled. **For a 15 minute game, the suggested amount of turns is 8.** Players can also decide who goes first and what direction play continues in. One suggestion is that the youngest player goes first and play continues clockwise.

Taking a Turn

On a player's turn, they can choose to either **move** up two tiles, **use one power up** (if they have any), or **draw a power up card**. Moving allows the player to color any tiles they have touched. A player can move up to four tiles if the spaces they move have already been filled in by their own color. In summary, movement options are:

- Up to 2 blank tiles or other color tiles
- Up to 2 player colored tiles + 1 blank/other color tile
- Up to 4 player colored tiles

You cannot fill a player's starting tile with your color. You cannot step on a space that a player is currently occupying.

If you move over a tile (but without landing on it), or use a powerup that would color a tile that has a power up tile on it, you can color the tile (pick up the tile, draw a mark, put the tile back down).

List of Materials

- Hex grid
- Player pieces
- Dry erase markers
- White hex tiles
- Power up cards

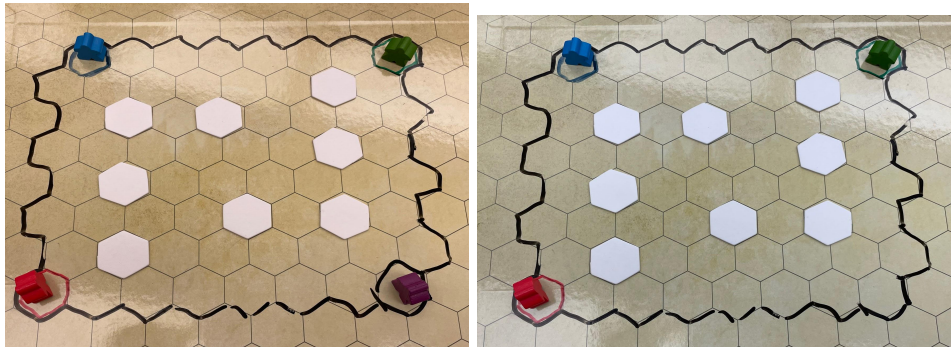
Setting Up the Board

Players can choose one of the provided boards below. Players' starting points and power up tiles should be placed exactly as they are placed in the image.

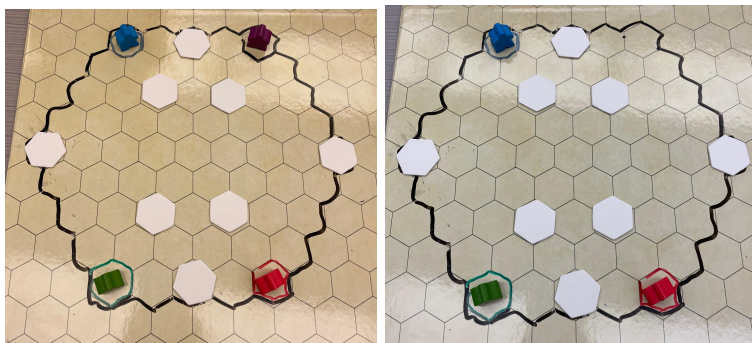
Each player chooses a pawn and a dry erase color marker. Pawns and markers do not have to match colors so long as the players understand whose color is whose.

Shuffle the power up cards and place the deck face down.

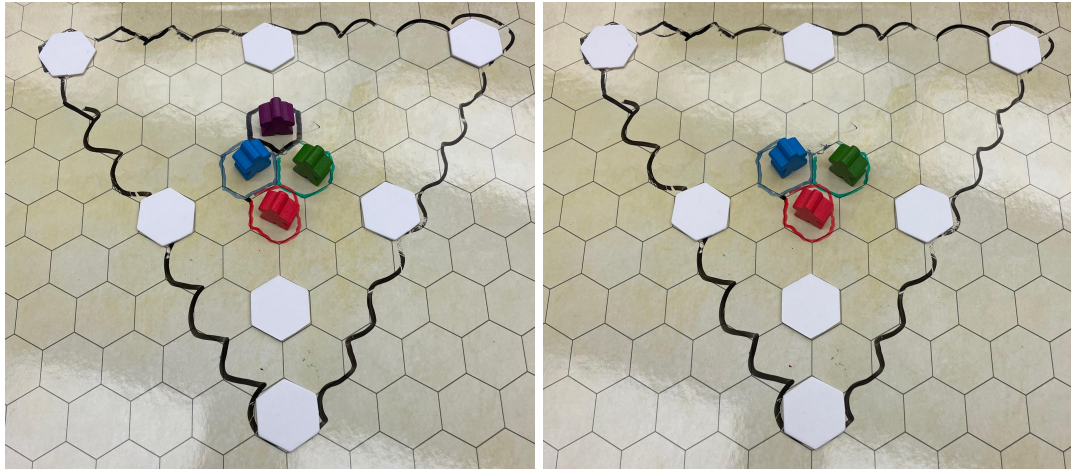
Square board



Hexagon Board



Triangular Board



Power Ups

You can obtain power ups by:

- Ending your turn on a white power up tile, removing the tile from the board
- Drawing a power up card on your turn

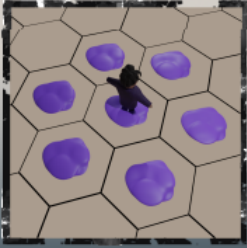
The card will give the description of the power up and when you can use it. Most power ups allow the player to fill tiles with their color in a certain pattern. If another player is on a tile in which the power up is used on, then they must move their player marker back to their starting tile.

Power Up Cards

Each ability can be used in any direction unless specified.

- Bomb - Throw a bomb 4 spaces. It will explode with a 1 unit radius, inking all tiles and killing any players in that space.
- Shield - When you are attacked with another power up, use this card to block it once. All tiles affected by the power up will change except for the place the player is standing on.
- Gun - Shoots ink in a straight line up to 8 spaces, coloring all tiles it touches. Stops if it hits another player .
- Splash Radius - Paints the surrounding tiles around you to your color, splatting any players in the radius.
- Roller - Propel yourself 4 blocks and spread ink behind you. Splats any players in the path.
- Shotgun - Colors the tiles in front of the player in a cone shape, with a max distance of 2 tiles.

Splash



Paints the surrounding tiles next to you to your color, splatting any players in the radius

Bomb



Throw a bomb 4 spaces. It will explode in a 1 unit radius, inking all tiles and splatting all players in the space.

Shotgun



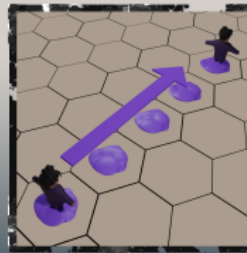
Shoots in a cone shape, splatting any players hit.

Gun



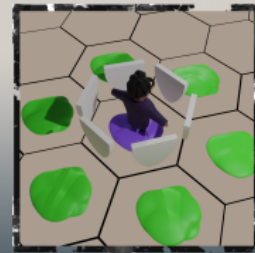
Shoots ink in a straight line up to 8 spaces, coloring all tiles it touches. Stops if it splats another player.

Roller



Propel yourself 4 blocks and spread ink behind you. Splats any players in the path.

Shield



When you are attacked with another power up, use this card to block it once. All tiles affected by the power up will change except for the tile the player is standing on

Playtesting and Feedback

Playtesting Observations

Watching the play testing sessions for Inkage felt very rewarding. For the most part our game functioned pretty well and players clearly understood the objective of the game. In 3 of the playtesting sessions, we noticed that players were not as aggressive towards each other as we expected them to be. This may be due to the fact that we as designers are more competitive when it comes to playing against each other whereas our playtesters were primarily focused on completing the goal of the game.

There was also some brief confusion regarding the movement on player's own ink vs other ink or non inked tiles. After receiving clarification, players understood how ink movement worked. In future iterations this will be cleared up by providing better instructions as to how ink movement works.

Adjustments/Changes

One of the largest things we noticed was how powerful the Gun and Bomb cards were. Both cards were able to cover a lot of ink at very far ranges. While the Gun has a limit and stops if it hits the player, it's more beneficial to use it to cover more terrain. We would most likely limit the Gun to 5 tiles max instead of the 8 tiles it currently covers. For the bomb, we like how it splats the tile it lands and the surrounding tiles, however it covers a lot of tiles for how far from the player it is. Two options for balancing would be either reducing the tiles it covers to the Shotgun pattern, or just reducing how far it is from the player. The issue we may run into when reducing how far the minimum distance is that it could just end up as a more effective Shotgun card. Overall, some balancing and maybe additional different power ups could improve the gameplay.

Another issue we noticed is that it is difficult to keep track of the turn count. It is very easy for players to forget to keep track. One of the optional end game conditions that we did include was having every space filled with ink, which would probably work the best if the game did not need to end within 15 minutes.