

so you want to play **Tableturf**

bro literally why are you doing this to yourself??
you know what you're getting yourself into, right?

don't you have some other game to play?

...like Splatoon?

this game is an approximation of the real one,
designed be played with MINIMAL and other really
complicated things that would make it take
hourrrrrrrrrrs.

it will take a bit to get the hang of,
so pls be patient, ty ty



*pls note, I got permission
to print these, but I am
not affiliated in any way



what is
THIS?



arty [ahr-tee]
Inclined towards the arts
siege [seej]
A blockade or assault on a territory

These cards were drawn as part of a large collaborative project featuring 111 cards illustrated by 68 artists. “Arty Siege” describes the gameplay of Tableturf - territory control using ink.

It also contains some of the same sounds as “our TCG”, a reference to the acronym for “Trading Card Game”.

Please see the back for credits and more information!



Standard Piece
your side, your color!

Special Piece

point the squid the direction you want to go!



Neutral Piece

very boring

how2play

TL;DR

Same rules as tableturf, but...

Instead of both players placing all pieces at the exact same time, they will only place the special “orange” piece (or red outlined piece) on the card at the same time. Orientation is determined by direction of squid arrow.

Both players flip over their cards at the same time and then fill in the remaining pieces. Try placing standard pieces sideways first in case you messed up. If that happens, take corrective action (see guide).

Players will have to declare if they are performing a PASS or using their special upon flipping the cards.

GETTING STARTED

OBJECTIVE

Fill the board with the most tiles of your color to win within 12 turns.



MECHANICS

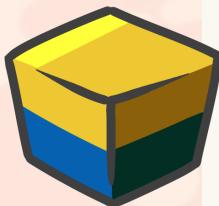
- The Yellow and Blue sides compete to fill the board using tiles of their respective colors.
- Use your cards to place tiles on the board in certain shapes/patterns
- Every tile on the board that has your color is one point
- Surround a tile a tile to increase the special meter
- Fill the special meter to use special attacks
- Use a special attack to override your opponent's tiles.
- There are 12 turns in a game. The game is over when you can



SETUP

- Both players have a deck of exactly 15 cards (Normally there should not be any duplicates, but we'll let it slide this time)
- The deck is shuffled at the beginning of the game
- Place one "special" gold or teal tile on the corresponding spot on the board, outline side face-up.
- Draw 4 cards

DEFINITIONS



Normal Tile/Piece/Block

A dual color Yellow/Blue tile. This will be placed down by the Yellow or Blue player with their respective color facing up. This piece is fills in spaces corresponding to the yellow squares on a card.

[Pro-Tip]: the pieces are not edible.



Special Tile/Piece/Block

A gold or teal tile, which will correspond to the Yellow or Blue side respectively. Used as the first block when placing down pieces, and also fills the special meter. It has two sides :



Outlined Side

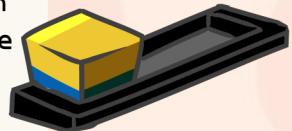
Has an empty squid on it. Tiles are outlined-side up by default

Solid Side

Has a solid picture of a squid on it. Tiles are flipped to the solid side once surrounded.

Special Meter

A horizontal grid at the bottom of the board. When players gain points to their special meter, they place a tile down here (the type of tile doesn't matter). When spending points, they will discard tiles from this area equivalent to the cost of the special.



Card Number/Value

The number on the top left corner of the card.



Special Activation Cost

The number of orange squares on a card in the top left hand corner, underneath the Card Value.





Touching a Tile

Having two tiles in adjacent spaces horizontally, vertically, or diagonally.



Surrounding a Tile

Having a tile touch other tiles on all possible sides within the boundaries of the board.



Starting Special Space

The space on the board colored Teal or Gold. Indicates a space at which both players place a Special Tile during startup.



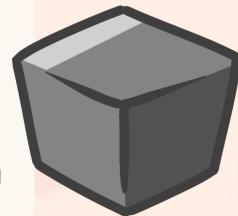
Red Outlined Square

A square only found on 3-12's (A card with a Special Activation Cost of 3 and a Card Value of 12).

Treat this tile as a Special Tile when setting up the piece, but replace this with Normal Tile upon flipping over the cards.

Neutral Wall Tile

A grey-colored tile used to indicate when two players clash at the same tile at the same time. Worth no points to either player. Cannot be overwritten by



“Skill Solution™ Grid”

A see-through acrylic grid that comes packaged with the game. Use this to plan out moves if you have a hard time visualizing them. Bundled together with a “Skill Solver™ Marker” with easy-to-erase fluorescent chalk ink!



my son

I taught him how to play :)



Gameplay

1. Both players draw a card **[EXCEPT THE FIRST TURN]**

Every turn, each player should have exactly 4 cards in hand

2. Both players may choose to either play a card or pass. (If no cards can be played, the player must pass)

PASS: The player chooses a card in their hand to discard. Add one tile to your **Special Meter**

PLAY: Look at the shape of the card. Figure out where on the board you could place that shape.

If using a regular attack: [1] The outline of the shape must touch one of your existing pieces horizontally, vertically, or diagonally. [2] The shape can be rotated Up, Down, Left, or Right. [3] The shape must fit within the confines of the board without overlapping any other pieces.

If using a special attack: [1] The outline of the shape must touch one of your existing **Special Tiles**. [2] The shape can be rotated Up, Down, Left, or Right. [3] The shape must fit within the board. [4] The shape may overlap any other piece except for **Special Tiles** or **Grey Wall Tiles**.

Place down a **Special Tile**, outline side face-up, corresponding to the orange block or red-outlined tile on the card. Rotate the

3. Both players flip over their cards at the same time.

If either player is using a special attack, they must declare so at this time. See below for details on special attacks.

If a player was playing a 3-12 card with a **Red Outlined Square**, they must substitute their Special Tile for a Normal Tile. It's advised to delay this action until the end of the next step so that orientation of the pieces is easier to remember

4. Both players fill in the remaining spaces of their intended shapes using **Normal Tiles flipped to their respective colors.**

The player who played the card with a higher number will fill in spaces first

The player who played the card with a lower number will fill in spaces second. If there are spaces that overlap those which the first player put down, they will be overwritten by the second player's color. However, **Special Tiles** *cannot* be overwritten EXCEPT by other special tiles.

If both players played cards of the same number, then both players fill in spaces at the same time. If there are spaces that overlap with each other, they must be replaced by **Grey Wall Tiles**. A **Special Tile** will not be replaced by a **Grey Wall Tile**, unless overwritten by a **Special Tile** from a card with the same **Card Value**.

[Hint]: If it is hard to keep track of whose spaces will override whose, please keep pieces sideways until you are able to determine whose color it will be

5. If a Special Tile that is outline side face-up becomes surrounded, flip over that piece. Then place a tile on the respective player's **Special Meter**.

[NOTE]: The boundary wall counts as **surrounding a piece**. For example, a piece on the bottom of the board only needs to be surrounded on the top, left, right, and top corner squares.

6. For each piece this turn that was colored in your color - Yellow/Gold on the yellow side, or Blue/Teal on the blue side - add one point to your score. Likewise, if you lost a tile (see below on "Special Attacks"), remove a point for each tile.

7. This process continues until the end of the game, i.e. the end of the 12th turn (when there are no longer any cards in your deck to draw)



Special Attacks

Special attacks allow you to override your opponent's **Normal Tiles** with your own color and place pieces down when normally there would be no space otherwise. Very handy for turning the tide of battle.

what it does

Allows you to put a shape on the board over empty spaces AND both players' **Normal Tiles**



conditions to activate



- [1] You must have enough special tiles in your Special Meter to pay a card's **Special Activation Cost**.
- [2] You must be able to place a special attack on the board (See Gameplay Section 2.b).

If you cannot fulfill these two conditions, you cannot use a special attack.

playing it

Upon flipping and revealing your card to the opponent, you can declare if you are using your special. If so, discard a number of tiles from your **Special Meter** equal to your card's **Special Activation Cost**.



Misplays

First of all this is a game, and there isn't much at stake. Unless you bet your soul on the line and your grandpa is stuffed in a TV, please do not make the venue into a Waffle House at 3 am.

Since this isn't the video game, it's easy to accidentally place a piece in an illegal position. Here are some methods to solve these states of game

“Just PASS” (Recommended)

Discard the card, and add a piece to the special meter (treat it as a PASS)



“Casual/Nice Guy”

Let the player redo his move entirely.
Treat the player's card as having the higher **Card Value**, regardless of the actual value.



“Cannot be trusted”

If the current card can be legally played, have the opponent decide where to play it. Treat the player’s card as having the higher **Card Value**, regardless of the actual value. If the card cannot be played, discard the card, and add a piece to the **special meter** (treat it as a **PASS**)



“Broken game state”

Only use if it is too hard to determine the effect of the current turn on previous turns (i.e. playing a special attack over previous pieces).

Turn all tiles placed by the current card into **Grey Wall Tiles**.

Breaking a Stalemate (Optional)

In this version of the game, you have partial information of your opponent's move (the location of their Special Tile). Therefore, it's possible for two players to get into a stalemate by trying to play off of each other's moves.

If this is a common occurrence, please follow one of the following friendly approaches:

Use Timers

Give each move 60 seconds to decide. Players who do not have their move decided by that time will be forced to

Simultaneous Play

Put your Special Tiles down at the exact same time.

Super Smash Bros 1v1

Winner gets to put their chip down second. Fox Only, Final Destination.

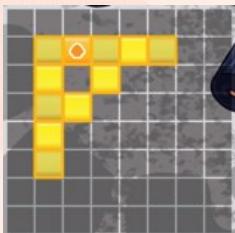


Pray

Only Splat-tim can save you now.

Placing Tiles Down Easier

Ok, you might be really mad at me because I'm making you place one single tile on the board and then figure out the entire shape placement from there. But it's simply not possible to mock the simultaneous play style from the video game without these sorts of adjustments :) Plus, there's no way in {s}hell I'm ever going to print 200+ different little tetris pieces for every card.

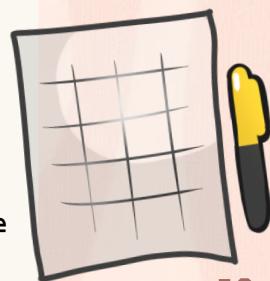


Using the Checkerboard

Every single card has a checkerboard design on top of the original shape design. Look at where the light spaces and dark spaces are. Can you line them up on the board? You may have to invert the colors depending on where you want to place the piece.

The Skill Solution™ Grid

Bundled with this is a transparent grid and an easy-to-wipe fluorescent chalk marker. Use this to plot out the game state, and figure out how you to place your pieces down. ...it might take a while though...



FAQs

“My opponent activated their special attack but my card has a lower value! Who paints over who?”

The card with the lower value still will paint over the special attack.

“Can I paint over Special Tiles with my Special attack?”

No, you cannot ever paint over any special tiles of either color, nor can you paint over any **Grey Wall Tiles**



“Can I place my special tile in the same spot as my opponent at the same time?”

Yes, but the player who played a lower number card will overwrite the higher number card. If both players played a card of the same value, the Tile will become a **Grey Wall Tile**. You cannot overlap an existing **Special Tile** (that wasn't placed this turn).

[NOTE]: In this version of Tableturf, this interaction can be consistently done without guessing. We hope you use this to your advantage and figure out new strategies :)

Can any card be played as a special? Or only special cards (e.g. Tri-strike, Tacticooler, etc)?

Any card can be played as a special as long as you have enough tiles in the **Special Meter** to use it.

“I'm playing my special. When do I announce it?”

After both players have placed their tiles, exactly when he or she flips over the card they have played.

“Where am I allowed to play down my piece?”

See **Gameplay Section 2**.

“I forgot where I played the piece. What do I do?”

See Misplays Section.

“What is a 3-12 card?”

See Definitions - Red Outlined Square.

“My opponent is bad at the game, how do I fix that?”

Skill issues are a chronic disease.



“can I eat the pieces ?”

No. Stop asking.

“How do I count the score?”

Add to the score counter as you play your shapes down.

[Hint]: If you play pieces sideways first, count how many you flip to your color.

“Is Splattercolor Screen banned?”

Bro we didn't print it.

“Does it matter what piece goes in the special meter?”

No, it's just for tracking purposes.

“Why dwoes my oppwonent keep bweeting meee?”



Stop playing + cope + play burst bomb + L + Ratio



CARD GUIDE

Arty Siege is a full set of 111 cards illustrated by 68 artists. There are a variety of different styles, and many to collect!

Please see the back for more credits for all the artists. Please support them, we really want them to make more.

Arty Siege is a fan project, and is not affiliated with Nintendo or Splatoon.



Check out their site for more info!
<https://artysiege.github.io/>





Artist: Chumi

Artist: Alecat

Artist: Gummymela



Artist: skylarraeart

Artist: Arlo

Artist: FishyTheEgg



Artist: Shuu

Artist: Fox Graham

Artist: GhOst

See Credits on
page 38 for
Artists' socials!



Artist: Kiz



Artist: Lulu



Artist: Scal Leon



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Artist: ash



Artist: Andro



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Artist: Jingle

Artist: Camo_Ink

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Artist: Astrallum



Artist: trisloshr



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Artist: zippy



Artist: CaptDedEyes



Artist: Melon



Artist: Punk Pixie



Artist: Gravey



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...and 13 more
secret rares!



CREDITS

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Hosts — Alecat · Charlie

Mods — alalampone · Camo_Ink

Thanks also to Midi Mayo and kuro for assistance with project setup and artist panelling.

Playtesters — Nicosar · Yessoan · SpongeBev · Palette

Code

- Card effects based on poke-holo.simey.me - code adapted from the GitHub project.
- Translation data from leanny.github.io by Lean
- Translation referenced from splatoon3.ink by Matt Eisenhower
- Website by Alecat. Built with Svelte.

EVENT ORGANIZATION

Board and Piece Creation — BAE

<https://github.com/TheUltimateAbsol/tableturf-3d-prints>

Rules and Play Modifications — BAE

Card Printing — (MPC makeplayingcards.com)

Funding — BAE · Chino

Sales — BAE · andro_media

Guide Creation — Chino

Special shout out to LAN event organizers for your space!

Extra thanks to the Tableturf discord for design advice.

Guide assets taken from Lean's Tableturf Battle database.

Tableturf and Splatoon are respective properties of Nintendo. Please support the official releases!

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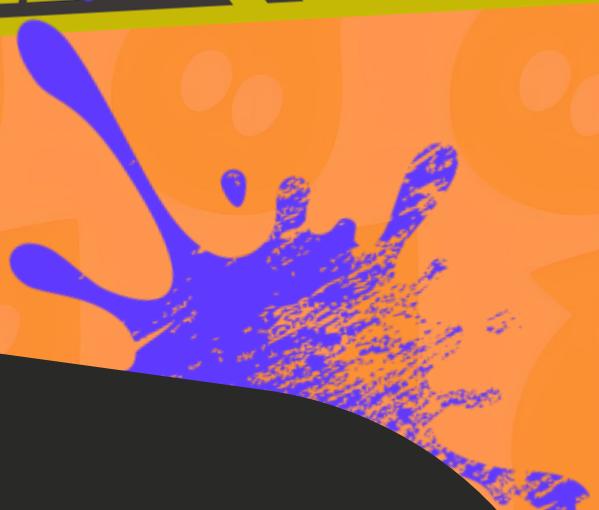




**THANK
YOU FOR**

now pls get back to Splatoon





PLAYING THE GAME

or ride the waterslide or something

