

STARTER GUIDE



NINTENDO
SWITCH™



INTRODUCTION

Entering the sewer grate in Inkopolis Square leads you to Octo Canyon, a bizarre world of hidden lairs occupied by the dreaded Octarians. Here you're greeted by a familiar face. Is that really Marie? Marie of the Squid Sisters fame? But what is she doing here? Unknown to the public, Marie is actually a member of the New Squidbeak Splatoon! While Cap'n Cuttlefish was away with Agent 3, the Great Zapfish was abducted by the Octarians... again. Marie desperately needs your help to locate and rescue the Great Zapfish so power can be restored to Inkopolis Square. She supplies you with a Hero Suit and a Hero Shot—you are now Agent 4 of the New Squidbeak Splatoon! Do you have what it takes? Or has Marie mistakenly placed too much responsibility on the shoulders of a random stranger? Fortunately, this chapter has all the information you need to overcome each obstacle and outwit every Octarian you encounter during your search for the Great Zapfish.

Interface



(A) Aiming Reticle

This white icon in the center of the screen is your weapon's reticle—the reticle shape differs from weapon to weapon. Place it over a target to spread ink.

(B) Life Count

These three squid icons represent how many times you can respawn after getting splatted or falling off a stage—you lose one bar after each splat. One bar is replenished with each new checkpoint you cross.

(C) Timer

The timer tracks how long it's taking you to complete the stage. Timers only appear when you're replaying a completed stage.

(D) Sunken Scroll/ Sardinium Status

These two icons indicate whether you've located a stage's Sunken Scroll and Sardinium—if the icons are grayed out, you still need to find them.

Sunken Scrolls reveal more story information, while Sardinium is necessary to purchase new upgrades for your weapons and gear.

(E) Power Eggs

This counter displays how many Power Eggs you've collected. Use Power Eggs to purchase upgrades for your weapons and gear.

(F) Special Gauge

In the single-player campaign, specials can be held on to for the duration of a stage, but only activated once. When certain specials (notably the Bomb Launchers) are active, the Special Gauge rapidly empties, indicating how much time remains.

(G) Sub Weapons

These three icons represent your equipped sub weapons, including Splat Bombs, Curling Bombs, and Autobombs. Use the Control Pad to select the active sub weapon.

Octarian Lairs

There are a total of 27 hidden Octarian Lair entrances scattered throughout Octo Canyon, not including the five Boss Kettles. These lairs are divided among five different areas. Infiltrate and complete every lair in an area to unlock its Boss Kettle, which allows you to fight that area's boss. Once a boss is defeated, you can proceed to the next area. Before you can enter a lair, you must find it. Lairs are cloaked, invisible to the naked eye. However, if you repeatedly splat a lair entrance with ink, it becomes visible, allowing you to enter.



OCTO CANYON FAST TRAVEL

Each revealed lair appears on the menu's map. By selecting the lair icons on this map, you can Super Jump from one lair to another for easy access.



Power Eggs, Sardinium, and Upgrades

While advancing through the various Octarian lairs, you collect Power Eggs and Sardinium. Power Eggs are earned by defeating enemies, but can also be retrieved from lairs by simply touching them or splatting them with ink. Sardinium is a bit tougher to find, usually hidden in well-concealed crates. There's only one Sardinium per stage, including one in each of the area hub maps. Power Eggs and Sardinium function like currency, allowing you to purchase upgrades for your existing gear, as well as new sub weapons like Curling Bombs and Autobombs.

All upgrades are handled through Sheldon's Ammo Knights Enhancifier, located in the first area. Initially you come equipped with a Hero Shot, Ink Tank, and Splat Bombs—the Hero Shot and Ink Tank can be upgraded to enhance their performance. Weapons received from Sheldon can also be upgraded. Before entering a new lair, review how many Power Eggs and Sardinium you have and consider purchasing some upgrades. There's no other use for Power Eggs and Sardinium, so you might as well spend them.



Sunken Scrolls

Each lair (and hub map) holds one Sunken Scroll. These collectibles are usually hidden, tucked away within orange crates. Once retrieved, their contents are automatically revealed after you complete a lair or boss fight. These scrolls contain pieces of backstory that give you more insight into life in Inkopolis, as well as historical details pertaining to the conflicts between Inklings and the Octarians. While in Octo Canyon, you can review the contents of your collected Sunken Scrolls at any time by accessing the menu's Scrolls tab.



EQUIPMENT

Fortunately, you're not going into battle empty-handed. You've been outfitted with some of the finest gear Sheldon has to offer. You can also find armor and specials hidden in crates during your journeys through each Octarian lair. Smash every orange crate you see—you never know what you might find inside.

Hero Set

Hero Shot

The Hero Shot is provided by Marie and serves as your primary weapon for the first few stages. This is a well-balanced weapon, ideal for inking territory and splatting opponents. You can spend Power Eggs and Sardinium to increase the weapon's rate of fire. Initially, these upgrades are quite expensive—your Power Eggs are probably better spent on increasing your Ink Tank's capacity or unlocking Curling Bombs. But as you progress deeper into Octo Canyon, the increased rate of fire comes in handy when confronting bosses and tough enemies like Octolings, Octobombers, and Octocommanders. Keep in mind, an increased rate of fire means the weapon consumes more ink, so consider upgrading your Ink Tank's capacity to compensate.



Upgrades

Level	Power Eggs	Sardinium	Description
1	—	—	Default fire rate.
2	800	2	Increased fire rate.
3	1,500	3	Maximum fire rate.

Ink Tank

Worn on your Inkling's back, this Ink Tank supplies ink for your primary and sub weapons. The more you deploy your weapons, the more ink is consumed. The Ink Tank slowly refills over time, but you can increase the replenishment rate by swimming through your ink in squid form. The arrow icon on the side of the tank indicates how much ink your selected sub weapon consumes—take this into account before tossing a Splat Bomb, Curling Bomb, or Autobomb. Upgrading the Ink Tank increases its capacity. This is a worthwhile upgrade, so don't hesitate to fork over the Power Eggs and Sardinium. The greater the tank's ink capacity, the longer you can use your weapons without running dry.



Upgrades

Level	Power Eggs	Sardinium	Description
1	—	—	Default capacity.
2	1,000	2	Maximum capacity.

EQUIPMENT

Splat Bombs

Unlock Cost: N/A

Splat Bombs are your default sub weapon and can be thrown to spread ink or splat enemies. Think of these like grenades. Hold down the **R** button to view and adjust the bomb's arcing trajectory. When you're satisfied with the flight path, release the **R** button to throw it. Splat Bombs utilize a delayed fuse, which allows them to bounce off walls or skip across the ground before exploding. This makes them great for engaging enemies indirectly while hiding behind cover.



Curling Bombs

Unlock Cost: 500 Power Eggs, 2 Sardinium

Curling Bombs aren't available at the outset of your adventure. Instead, you must purchase them with Power Eggs and Sardinium. Once you've fully upgraded your Ink Tank, Curling Bombs should be next on your shopping list. Curling Bombs cruise along the ground and bounce when making contact with any solid object, including Octarians. The bomb utilizes a time-delay fuse, which determines when it explodes. Tap the **R** button to send a Curling Bomb on a long-distance journey. Or hold down **R** to cook it, reducing the distance at which the bomb explodes. Beyond their explosive nature, Curling Bombs are most useful for spreading ink. When traveling along the ground, the bombs leave behind a narrow ink trail. Swim through it to stealthily move deep into enemy territory without being spotted.



Autobombs

Unlock Cost: 500 Power Eggs, 2 Sardinium

Autobombs are the most unique sub weapon of all, utilizing an internal homing system capable of automatically tracking down and detonating next to targets, maximizing damage output. Like Curling Bombs, Autobombs aren't available at the start. You can unlock them once you've accumulated a modest amount of Power Eggs and Sardinium. Autobombs are tossed, just like Splat Bombs. But when the Autobomb lands, it automatically homes in on the closest enemy before detonating, dealing massive damage and spreading ink over a wide area. These bombs are extremely helpful when you're pinned down behind cover by Octocommanders or Octosnipers. Simply toss one of these bombs in the direction of your oppressive foe and let the Autobomb do the rest.



Sheldon's Weapons

After you complete the third lair, Sheldon joins your crusade against the Octarians. He offers to lend you some experimental weapons so he can collect field data on their performance. He's handpicked weapons for each lair and boss fight, with the exception of the four Octoling battles. This means you must complete these lairs with Sheldon's weapons of choice. Each weapon can be upgraded once, costing 3 Sardinium and 1,500 Power Eggs. These same weapons (and the Hero Shot) can be unlocked for use in multiplayer Ink Battles, but you need to complete every lair and boss battle with each weapon.

Sheldon's Requests

Name	Unlock Location	Description	Upgrade Description
	Hero Roller	Lair 4	Roller weapon based on the Splat Roller.
	Hero Dualies	Lair 5	Dualie weapon based on the Splat Dualies.
	Hero Charger	Lair 6	Charger weapon based on the Splat Charger.
	Hero Slosher	Lair 10	Bucket-like weapon based on the Slosher.
	Hero Splatling	Lair 13	Charged Splatling weapon based on the Mini Splatling.
	Hero Blaster	Lair 19	Blaster weapon based on the standard Blaster.
	Hero Brella	Lair 20	Unique weapon featuring a protective umbrella shield.
	Hero Brush	Lair 22	Roller weapon based on the Octobrush.

Armor

Next to Power Eggs, armor is the second most common pickup you're likely to find in orange crates. Simply make contact with this briefcase-like object to equip armor. Not only does this change the appearance of your Inkling, but it also allows you to take more damage without getting splatted. If you take heavy damage while wearing armor, the armor is destroyed, breaking to pieces—but it's better than getting splatted. You can equip up to three pieces of armor at a time—the second and third pieces alter the appearance of your Inkling.



Specials

Specials are uncommon, but when available, they give your Inkling a significant tactical advantage, ideal for making offensive pushes. While armor is always active when equipped, you must activate specials. Do this by clicking down on the Right Control Stick. You can only carry one special at a time. Picking up a new special replaces the one currently equipped, so make a habit of using a special before grabbing a new one.

Tenta Missiles

When this special is activated, a wide aiming reticle appears in the center of the screen, prompting you to select targets. Squeeze as many enemies into the reticle as possible before firing off a barrage of homing missiles. The missiles impact on the targets from a high angle, spreading ink and splatting any Octarians within the overlapping blast radii. This special is designed for taking out multiple targets, so look for clusters of Octarians to engage.



EQUIPMENT

Splashdown



With *Splashdown*, your Inkling delivers a powerful downward ground pound, spreading ink over a wide radius. This is an excellent way to splat multiple enemies at once, but you need to get close, as the blast radiates outward from your point of impact. For best results, drop down from a high platform, toward a cluster of enemies, and activate *Splashdown* in midair, just before hitting the ground. If there are no high perches to take advantage of, spread ink near your intended targets and swim forward, triggering *Splashdown* as soon as you're within range of the special's devastating blast.

Sting Ray



The *Sting Ray* fires a powerful, narrow beam of ink capable of passing through solid objects. For best results, line up your target before activating this special, as it's difficult to aim once the *Sting Ray* is activated. Hold down **ZR** to fire the weapon continuously. Release **ZR** to temporarily cease fire, allowing you to acquire a new target before firing again. When you release **ZR**, the Special Gauge continues to deplete, so don't waste time. Use this weapon to engage distant threats, even if they're partially obstructed by cover—the *Sting Ray* can pass through any object, so there's nowhere to hide.

Bomb Launcher



There are two types of *Bomb Launcher* in the single-player campaign: the *Splat Bomb Launcher* and the *Curling Bomb Launcher*. Activating this special allows you to continually deploy bombs, similar to *Bomb Rush* from the original *Splatoon*. While the special is active, these sub weapons consume no ink, so don't let this opportunity go to waste. If you want to spread ink over vast distances, use *Curling Bombs* to send trails of ink in all directions. If you're on the attack, use *Splat Bombs* to overwhelm Octotroopers, Octolings, and other enemies in your path.

Ink Storm



There's nothing like the smell of fresh ink falling from the sky! This special is tossed like a *Splat Bomb* when activated. But instead of exploding, the device summons a cloud of ink overhead. The cloud continues in a linear path, moving in the same direction in which the special was thrown. *Ink Storm* is best reserved for when you're facing large groups of Octarians. The falling ink droplets inflict minimal damage, but the damage is cumulative. As ink accumulates, enemies eventually succumb to exposure, resulting in some spectacular splats.

OCTO CANYON FEATURES

Your journey through Octo Canyon takes you to some interesting (and treacherous) locales. Before setting off to find the Great Zapfish, take some time to familiarize yourself with the key features you'll interact with during your adventure.

Lair Entrance

Before you can enter an Octarian lair, you must first locate and reveal its entrance. These invisible entrances are scattered across each area. Splat them repeatedly with ink until they become visible, then stand on top of them and press the **ZL** button to enter the lair.



Power Eggs

Power Eggs are the currency in Octo Canyon, allowing you to purchase upgrades for your weapons and equipment. These are often found in orange crates and balloons, but can also be found scattered across Octarian lairs. You can collect Power Eggs by touching them or splatting them with ink. If a Power Egg appears to be out of reach, try finding a way to ink it.



Crates

Crates are found in every Octarian lair, but pay special attention to orange crates—these contain Power Eggs, Sunken Scrolls, Sardinium, armor, or specials. Simply shoot crates to smash them, then grab whatever is inside. Before destroying a crate, make sure you don't need to use it for concealment—they're handy for hiding behind.



Balloons

These orange balloons are a common sight throughout Octo Canyon. Splat them with ink to make them pop. Balloons are always filled with Power Eggs. Popping a balloon automatically retrieves all the Power Eggs inside.



Power Egg Cans

These cans are usually stored in orange crates. Like with armor or specials, you need to physically touch each can to retrieve the Power Eggs inside. Each can contains 10 Power Eggs, making these items well worth the effort to seek out.



Launchpad

Most Octarian lairs consist of multiple platforms. Launchpads are used to access distant platforms. Stand on a launchpad and press the **ZL** button to perform a Super Jump to the next platform. Before using a launchpad, make sure you've thoroughly explored the current platform. Launchpads are a one-way trip—there's no way to jump back.



Checkpoint

Walk across checkpoints to save your progress while advancing through Octarian lairs. You usually hit these checkpoints automatically after using a launchpad. In the event that you're splatted or fall off a ledge, you resume your progress from the most recent checkpoint. Each checkpoint you activate gives you one more life.



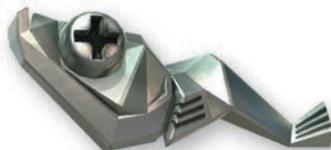
Sunken Scrolls

One Sunken Scroll is hidden within each Octarian Lair and area hub, usually contained within an orange crate. These scrolls reveal a variety of story information and are collected in the menu's Scrolls tab.



Sardinium

Like Sunken Scrolls, there is one Sardinium in each Lair and hub map. One Sardinium is also rewarded for defeating each boss. Along with Power Eggs, Sardinium is required to purchase upgrades for your weapons and gear. Access Sheldon's Ammo Knights Enhancifier to browse the goods.



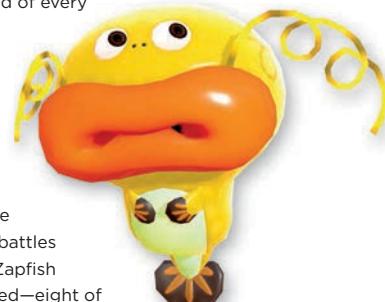
Tickets

Tickets are extremely rare, usually stashed within cleverly hidden crates in lairs and on hub maps. These tickets can be redeemed at Crusty Sean's truck in Inkopolis Square. Each ticket corresponds to a particular food item you can consume to acquire bonuses during Ink Battles.



Zapfish

Before you can fight the boss of each area, you must first collect a certain number of Zapfish. One Zapfish is located at the end of every Lair. Each Zapfish is protected by a barrier. Repeatedly shoot the barrier until it pops, then grab the Zapfish to complete the level. Octoling battles feature eight Mini Zapfish that must be rescued—eight of these small fish are equal to one regular-sized Zapfish.





Balloon Fish

These large white balloons are found attached to vertical and horizontal surfaces. When targeted with your ink, these balloons expand before exploding, spreading your ink over a massive area. Target Balloon Fish when confronting multiple enemies—if you time it just right, one exploding Balloon Fish can take them all out. Balloon Fish are also an excellent way to spread ink, allowing you to rapidly swim across the freshly inked surfaces.



Vaults and Keys

Some Octarian lairs feature vaults that must be opened with a key. Keys are typically hidden within orange crates, but can sometimes be carried by enemies. Once you've found a key, use it to unlock a vault—simply touch the vault to open it. Vaults usually cover launchpads and other features required to progress through a lair.



Area Gate

Each area is blocked by one of these area gates, which prevent you from accessing neighboring areas. However, once an area's boss has been defeated, the area gate is destroyed. Beyond the area gate you can find a path leading to the next sector.



Dash Track

These treadmill-like objects are used to launch your Inkling in a specific direction, as indicated by the arrow on the device. Dash Tracks appear on both horizontal and vertical surfaces, allowing you to run or swim across them to gain a sudden burst in speed. Sometimes Dash Tracks are oriented so you can speed across a series of them. Try to figure out where you're going to eventually land before running across a Dash Track.



Gusher

When targeted with your ink, these valves burst open, emitting a tall ink geyser. Stand on top of a Gusher before shooting it to ride the geyser like an elevator. Or if you prefer, you can swim up an active Gusher to reach the top. Gushers give you access to high platforms and other areas that would otherwise be impossible to reach. The ink geyser can also serve as a solid pillar to hide behind—active Gushers block all incoming enemy ink. Gushers can splat any enemy that comes into contact with the ink geyser.



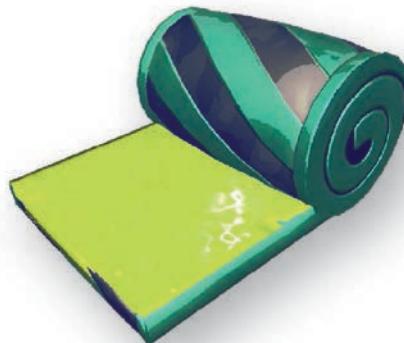
Rolonium

Stand behind one of these pink roller bundles and ink it with your selected weapon to send it rolling forward at high speed, splatting any Octarians in its path. The angle at which you ink the Rolonium bundle determines the path it takes, so be sure to square up with any distant targets before applying ink.



Inkfurler

What at first glance appears as a rolled-up carpet is actually an Inkfurler. Apply ink to the roll and watch it roll out, allowing you to reach new areas. The Inkfurler only remains extended for a few seconds, so don't hesitate—swim across the inked surface to increase your speed. Apply new ink as necessary to prevent the Inkfurler from rolling back up.

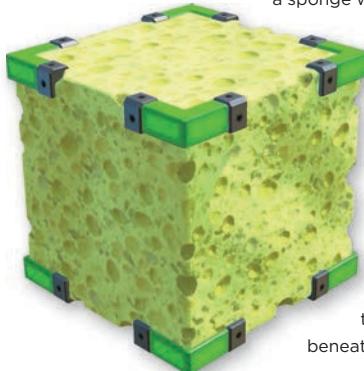


Sponge

As these small, cube-shaped yellow sponges absorb your ink, they expand, becoming huge blocks you can swim or walk across. However, when hit with enemy ink, sponges shrink in size. If you're on top of a sponge when it shrinks, you

could potentially fall—stay near the center of a sponge to mitigate the danger. Cross sponges quickly when possible, and deal with threats before they can shrink

the sponge beneath your feet.



Propeller

Propellers are small platforms capable of horizontal or vertical movement. To activate a Propeller, hop aboard and target the blue propeller. Continually shoot the propeller to make the platform travel in its predetermined direction. If you stop shooting the propeller, the platform slowly returns to its original location. While moving along a Propeller, you become a much harder target for enemies to hit.



Grapplink

Can't figure out where to go? Look up and try to find one of these metallic balls. Striking a Grapplink with ink instantly pulls your Inkling toward it, allowing you to cross otherwise impossible distances. Not all weapons have the range required to hit a Grapplink. Toss Splat Bombs toward these objects when necessary.



Spreader

These long arm-like devices are used to spread enemy ink over large horizontal and vertical surfaces. Instead of trying to avoid this ink, advance across the Spreader itself. The top of a Spreader can be coated in your ink, allowing you to swim across.



Bounce Pad

These colorful, inflatable pads offer an extra spring to your step. Hold down **B** while crossing one of these pads to launch your Inkling high into the air. Obviously, Bounce Pads are great for reaching high areas, but they're also effective for evading incoming fire—Octarians have a tough time hitting bouncing Inklings.



Ink Cannon

Step behind the controls of one of these turrets and fire ink-filled missiles at distant opponents and surfaces. Upon impact, these missiles explode, spreading your ink over a wide area. However, the missiles travel slowly and have a tendency to lose altitude over distance, so when engaging targets at long range, aim high to compensate for the missile's drop.



Ink Switch

These round, target-like switches just beg to be splattered with ink. When one of these switches is struck, it activates a nearby moving platform. Keep hitting the switch to fully extend the platform so you can run or swim across it before it automatically retracts. Sometimes you may need to manage multiple moving platforms and switches, so keep an eye on your Ink Tank and refill as necessary.



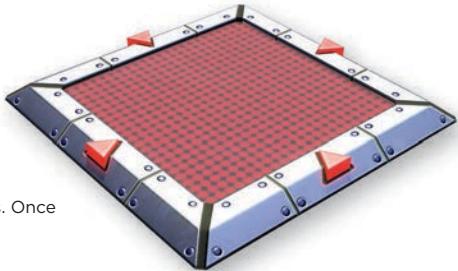
Ride Rail

Target these nodes with your ink to create a Ride Rail. Like launchpads, Ride Rails are often used to access distant platforms. Once a Ride Rail has been activated, jump on to swim along it. Ride Rails allow you to travel at high speeds. While racing along a Ride Rail, jump to launch your squid high into the air. Watch out for incoming enemy ink—it won't knock you off the Ride Rail, but it'll hurt.



Splat Switch

Spread ink across these panels to trigger the transformation of a platform. If you can't find where to go next, look for a Splat Switch—they can be large or small. Chances are you'll need to activate one of these switches to alter a platform in a way that allows you to access new areas. Once a transformation has been completed, it cannot be undone.



Hub Maps: Balloon Hunt

Each area/hub map features three different types of balloons. Orange balloons contain Power Eggs when popped, just like the balloons you encounter in Octarian lairs. Shooting a blue balloon causes more blue balloons to appear; shoot them all to summon an orange balloon containing more Power Eggs. If you see one balloon of a different color (not blue or orange), it's a Sunken Scroll balloon. Shoot this balloon to make a series of more balloons appear.

Pop one balloon after another to complete the sequence—follow the green arrows to the next set. The final balloon in the series contains the hub map's Sunken Scroll.



THE OCTARIANS

Once again, the Octarians went to great lengths to infiltrate Inkopolis and steal the Great Zapfish. You can bet they're not going to return it without putting up a fight. You encounter a variety of enemies during your adventures in Octo Canyon, each with their strengths and weaknesses. Here are some pointers for surviving each hostile encounter.

Octotrooper

Octotroopers are the foot soldiers of the Octarians and the most common enemy you encounter. They come in two variants: fixed and moving. The fixed Octotrooper remains in a stationary position, manning a slow-firing turret. The moving Octotroopers patrol through purple ink, also manning slow-firing turrets. Whether fixed or moving, Octotroopers don't pose a

huge threat. Spread ink near them and try to sneak up on them, splatting them at close range with your primary weapon. Or toss a Splat Bomb in their direction—if they can, they'll try to get away, sometimes running off the side of a platform.



Twintacle Octotrooper

Recognizable by their two tentacles, Twintacle Octotroopers perform just like standard Octotroopers. However, they're equipped with faster-firing turrets, making them a much more formidable threat. While you can easily dodge the incoming blobs of ink fired by Octotroopers, these more advanced enemies fire narrow, fast-moving streams of purple ink. Avoid face-to-face encounters when possible. Instead, swim through your ink and take them by surprise, shooting them in the back with your primary weapon. Or simply stay behind cover and take them out with Splat Bombs or Autobombs.



Shielded Octotrooper

Like the standard Octotroopers and Twintacle Octotroopers, these shielded enemies come in fixed and moving variants. What sets them apart is the metal shield attached to the front of the turret. While the shield can be destroyed after sustaining heavy damage, flanking is much faster. Try spreading ink around them and sneaking up from behind. Or toss a Splat Bomb behind them—the Shielded Octotrooper rotates to face the Splat Bomb, leaving his back exposed. Whatever you do, don't stand in front of one of these enemies and exchange ink—you won't win this duel.



Octozeppelin

Don't be intimidated by these massive airships. Despite their impressive appearance, Octozeppelins are more of a passive nuisance than an active threat. They simply fly forward in a linear path while spreading ink behind them. Still, it's important to avoid direct contact with these blimps—they can and will splat you if you get in their way. When necessary, attack an Octozeppelin by targeting the wiggling tentacle on top; this is easiest with the Hero Charger. Otherwise, time your movements carefully to avoid making contact with these enemies.



Octopod

They may look cute, but Octopods have nothing but bad intentions. These enemies come running at you at high speed. If they get close, they'll explode, spreading purple ink over a wide area and potentially splatting you. To avoid such attacks, lay a line of ink between you and the approaching Octopods. Your ink slows down their advance considerably, allowing you to pick them off one by one. Octopods usually attack in groups, so make sure you have plenty of ink spread out to ensnare all attackers. Look for nearby Balloon Fish or Rolonium bundles to help you deal with such swarms.



Octohurler

This unusual, hand-shaped Octarian spits out bundles of Rolonium. Each Rolonium bundle travels forward in a linear path, spreading ink behind it. Needless to say, don't get hit by one of these bundles. Instead, ink the bundle with your primary weapon to send it rolling back toward the Octohurler. As with any Rolonium bundle, the angle at which you hit it determines its path, so make sure you line up the shot with your intended target. Octohurlers can also be flanked rather easily. If you can get behind them, they're completely defenseless, as they're incapable of rotating.



Squeee-G

Unlike most enemies, Squeee-Gs don't pose a direct threat. Instead, they mop up ink. They typically patrol walls and other vertical surfaces, quickly responding to any ink you spread. Squeee-Gs can't be destroyed, so merely avoid them. Ink a wall and swim past them before they can clean up your ink. They're not particularly fast, so as long as you swim past them quickly, you shouldn't have many problems with these little guys.



Industrial Squeee-G

This up-sized variant of the Squeee-G operates solely on horizontal surfaces and immediately responds to freshly spread ink. When possible, avoid moving along the same surface as one of these behemoths, as you risk getting run over. Instead, ride atop Industrial Squeee-Gs by dropping down on them from elevated platforms—you can't ink their sides. While riding, spread ink in the direction you want the Squeee-G to move. This sleek appliance only cares about cleaning up ink and runs over anything in its way, including other Octarians. You can ink the top of the Industrial Squeee-G too, allowing you to enter squid form to refill your Ink Tank. Really, this is the way to travel!



Octoballer

The Octoballer is basically a large bowling ball, rolling along a linear path. Like Octozeppelins, dispensers produce an endless number of Octoballers, so there's no use in trying to defeat them. Rather, they're best avoided. In some instances, you can use Octoballers as pieces of moving cover, concealing your movements from other Octarians. When advancing against the flow of Octoballers, ink a path along an edge and swim forward, careful to avoid contact with the rolling enemy. When possible, use Gushers to wipe out incoming Octoballers before making your move.



Kingpin Octoballer

The Kingpin Octoballer is a massive variant of the Octoballer, slowly rolling down ramps and impeding your movement. Don't bother trying to splat these enormous Octarians. Instead, carefully time their movement and look for opportunities to sneak past them. Dispensers release a steady barrage of evenly spaced Kingpin Octoballers. Wait until one passes your location before pushing forward. When possible, ink a path before swimming to your destination—Curling Bombs work well for creating long, linear trails. Sometimes you can ink along an edge and swim past Kingpin Octoballers without being touched.



Octobomber

These large enemies hover in midair while tossing Splat Bombs. Since they make no contact with the ground, bombs are usually ineffective when targeting these enemies directly. Instead, sneak up on Octobombers without being seen and splat them at close range with your primary weapon. While hiding behind cover, toss Splat Bombs or Curling Bombs in an attempt to ink the area around an Octobomber. When the surface below an Octobomber is inked, swim forward and attack.



Octocopter

Like Octobombers, Octocopters are airborne threats. But instead of attacking with Splat Bombs, they fire slow-moving blobs of purple ink—much like the Octotroopers. For best results, stay hidden until you can pop up out of your ink and ambush Octocopters with your Hero Shot at close range. While you can't hit Octocopters with a Curling Bomb, swimming within a Curling Bomb's ink trail is a great way to

sneak up on these guys. In any case, rush forward and attack aggressively, as Octocopters tend to loiter just outside your primary weapon's range.



Octoseeker

The Octoseeker is essentially a helicopter piloted by an Octotrooper. This aerial vehicle is equipped with a searchlight that constantly scans the ground for threats. If you're detected, the Octoseeker will hover overhead before eventually slamming into the ground. When the searchlight turns red, that's your cue to move out of the way—if you stay put, you'll be squished. When the Octoseeker hits the ground, immediately ink one of its sides and swim to the top to take a ride. You can't ink the front of the Octoseeker, as the cockpit window is not an inkable surface. Once on board, ink the top of the Octoseeker and look for opportunities to squid-jump to nearby platforms along the vehicle's patrol circuit. When jumping off, be mindful of the four rotors on the corners. Hitting one of these may interrupt your jump, causing you to fall short of your intended landing spot.



Tentakook

This fast-moving, hardhat-wearing Octarian isn't looking for a fight. Rather, the Tentakook would like nothing more than to be left alone, running away as soon as you approach. These evasive enemies are tough to track down due to their quick movement speed and constant situational awareness. Be sure to avoid the Splat Bombs they drop as they attempt to escape. Your best bet is to corner the Tentakook on a platform where he has no opportunity to evade. Once he's cornered, approach the Tentakook with caution while firing your primary weapon or tossing Splat Bombs of your own. Tenta Missiles are also effective against these foes, allowing you to strike from a distance. Tentakooks usually carry critical items such as keys necessary to open vaults, so be sure to search the surrounding area once a Tentakook has been splatted.



Octostamp

If you're detected by Octostamps, they'll come running at you before leaping into the air—this is your cue to move out of the way. Don't try shooting them while they're running at you, as hitting them in the face doesn't do any damage. Instead, wait until they land facedown on a platform, then shoot them in their exposed backs. Alternatively, coax them to an edge of a platform and sidestep as they inadvertently leap off the side.



Octostamp DX

This is the Octostamp's bigger, less-cute sibling. Like the Octostomp boss, this enemy tries to splat you by performing a face-plant. Lure the Octostamp DX toward you, then immediately sidestep as the enemy tilts forward. While the Octostamp DX is facedown, ink one of its sides and swim up to its back. You can usually find interesting objects on an Octostamp DX's back, including keys and launchpads. There's no way to splat this enemy, so don't bother trying. Retrieve whatever you need from it and move on.



Octoling

Exhibiting the same capabilities as Inklings, Octolings are some of the most dangerous enemies you encounter. They're equipped with a variety of weapons, including Splat Bombs. Furthermore, they can swim and hide in their own ink, just like you. The standard Octolings are dangerous enough, but the Elite Octolings (with kelp growing out of their heads) are even more durable, capable of taking more damage. When possible, seek the high ground during Octoling confrontations, firing down on them with your primary weapon. If you can't splat them, limit their mobility by covering the ground with your ink. If they get stuck in your ink, use Splat Bombs to take them out before they can submerge in their own ink and escape.



INK BATTLE REHEARSAL

To get in some practice for Ink Battles, repeat the lairs occupied by Octolings. Fights against these enemies closely match the action you face in online battles. Also, many of these stages are repurposed from multiplayer maps, allowing you to get familiar with each arena, including Humpback Pump Track, the Reef, Moray Towers, and Musselforge Fitness.

Octodiver

If you see a large pool of purple ink, there's a good chance an Octodiver is hiding beneath the surface, waiting to ambush you. These enemies perform just like their Octotrooper and Twintacle Octotrooper counterparts, but have the ability to stay submerged within their ink until they encounter a threat. To avoid getting caught by surprise, take time to spread ink whenever you encounter large areas of purple ink. This forces Octodivers to the surface, making them easier to engage. Also watch out for the shielded variant of the Octodiver. If you encounter a Shielded Octodiver at close range, immediately swim away to avoid getting splatted by incoming blasts of purple ink. This may be a good opportunity to use Curling Bombs in an effort to draw the Octodiver's attention.



Flooder

Towering above platforms on four stilt-like legs, Flooders constantly patrol, raining down purple ink. Like Squee-Gs, Flooders can't be destroyed, so you must avoid them. For best results, stay submerged in your ink to prevent being spotted. The Flooder's red targeting laser constantly scans for foes, and if you're detected, they'll move toward you. Break line of sight to avoid being chased. Curling Bombs come in handy during these encounters, allowing you to spread long lines of ink you can swim through. Maintain situational awareness at all times; otherwise multiple Flooders may converge on your location, leaving you no path of escape. If you can get high enough, drop down and ride atop Flooders—this is a good way to cross an area without exposing yourself to their ink.



Octosniper

These long-range specialists are extremely dangerous, capable of hitting you at distances from which you can't retaliate. The Octosniper's turret fires a narrow stream of ink, capable of inflicting heavy damage. Watch the Octosniper's green targeting laser to determine which way the enemy is facing. When he's looking away, try to sneak up by spreading and swimming through your ink. Once close enough, hide behind cover and lob Splat Bombs or Autobombs in the Octosniper's direction. If you can't close the deal with bombs, ink an area next to the enemy, then swim through your ink, ambushing the Octosniper at close range with your primary weapon.



Octocommander

Similar to Octosnipers, Octocommanders defend from fixed positions while attacking threats with a rapid-firing ink cannon. A direct, toe-to-toe confrontation is out of the question. Look for opportunities to flank, slowly and stealthily swimming through your ink until you're close enough to attack with your primary weapon, or engage Octocommanders while safely behind cover. Ink a path forward and swim to cover until you're close enough to engage with Splat Bombs or Autobombs. Also, note the slight pause following each cannon volley. Use this opportunity to peek out of cover and take a direct shot. Rolonium bundles and Ink Storm specials are effective against these enemies.



Ink Battles



Whether or not you've rescued the Great Zapfish, Ink Battles are always available in Inkopolis Square. Enter Deca Tower to get started. During these online competitive matches, your skills are put to the test; you need quick reflexes as well as a sharp mind. Before you jump into your first match, take a moment to review the fundamentals of Ink Battles.

GETTING STARTED

When you enter Deca Tower, this screen greets you, detailing your status while prompting you to join a battle. There's a wealth of information here, so let's take a closer look:



- (A) **Level:** This is your current level. You level up by earning Battle Points, or BP. BP is awarded for participation in Ink Battles. The accompanying meter shows how much BP is required to reach your next rank. The level cap is 50.
- (B) **Gold:** As you earn BP, you also earn gold. There is a 1:1 relationship between BP and gold earned. Score as much BP as possible in a match to walk away with the same amount in gold. Gold can be used to purchase new weapons, clothing, shoes, and headgear.
- (C) **Super Sea Snails:** Super Sea Snails are awarded during Splatfest events, and for leveling up past Level 30. Visit Murch and use your Super Sea Snails to reroll the sub abilities on your clothing, shoes, or headgear.
- (D) **Fresh Meter:** You gain and lose points based on how many matches you win with a specific weapon. Winning a match always awards one point; losing a match takes away points based on your current rank.
- (E) **Game Mode:** Here you can see the current game mode: Turf War, Splat Zones, Rainmaker, or Tower Control. Press — for a quick summary of the game mode's rules.
- (F) **Stages:** Here's a list of active stages. Press Y to enter one of the stages in Recon mode. This allows you to walk around the stage by yourself, ideal for exploring and strategizing before a battle.
- (G) **Battle Selection:** Here you can choose to participate in one of five different battle types: a regular battle, a private battle, a Ranked Battle, a League Battle, or a regular battle with friends. To play Turf War, choose a regular battle or battle with friends. Note that joining friends in a regular battle only works if your friend is already in a regular battle lobby or match. You're not guaranteed to be on your friend's team. For Splat Zones, Rainmaker, or Tower Control, choose a Ranked Battle, which becomes available at Level 10. League Battles aren't available until you obtain a B- or higher rank in Ranked Battles. Regardless of choice, you're immediately sent to a matchmaking screen, where you're joined by teammates and opponents.

Ink Battles Interface

Once you join a match, you're thrust into an Ink Battle. Before you start inking territory and splatting opponents, take a moment to study these various on-screen elements.



- A Timer:** The timer shows how much time remains in a match. Turf War battles last a full three minutes. Ranked and League matches of Splat Zones, Rainmaker, and Tower Control have a standard length of five minutes. They can end early if victory conditions are met, or they can last longer by going into overtime.
- B Team Status:** Each squid icon represents a different player. Colored icons represent active players on the stage, while grayed-out icons represent splatted players in the process of respawning. These icons change size based on a few factors:
 - **Turf War:** If the match is close, both team's squid icons are the same size. If one team is winning slightly, their team status icons become slightly larger. If one team is winning by a substantial margin, their team status icons get even larger, and a "Danger!" icon appears for the losing team.
 - **Ranked and League Battles:** If no one controls the objective, all squid icons are the same size. If one team controls the objective but isn't making progress toward a win, their team status icons become slightly larger. If one team controls the objective and is making progress toward a win, their team status icons become even larger, and a "Danger!" icon appears for the opposing team.
- C Battle Points Counter:** This counter only appears in Turf War and indicates how much ground you've personally covered in ink. At the end of the match, the amount of BP you earn is this number, plus a victory bonus of 600 if your team wins. For example, if you cover 400 BP's worth of ground and your team wins, you earn 1,000 BP. If your team loses, you earn this number in BP, with no bonus.
- D Special Gauge:** The Special Gauge fills as you cover ground in your ink. Once full, the gauge starts sparkling and a "Click Right Stick" icon appears. Clicking the Right Stick activates your special. Once the special is activated, the gauge drains at a rapid pace, indicating how much time remains for your special. If you get splatted, you lose half the progress in your Special Gauge.
- E Sub Weapon:** This icon represents your current sub weapon. Like your main weapon, sub weapons like Splat Bombs, Burst Bombs, and Suction Bombs consume ink. Make sure you have enough ink in your Ink Tank before deploying one of these sub weapons.
- F Emotes:** Use emote options to communicate with teammates during a match. The "This way!" emote is helpful for indicating a direction or area you wish your teammates to go to. Send out a "Booyah!" at the beginning or end of a match to build team morale. After you get splatted, an "Ouch..." emote replaces "This way!"

Turf Map and Super Jumps



After respawning, select a teammate's icon on the Turf Map to perform a Super Jump, launching your Inkling through the air and landing near the selected teammate.

While competing in Ink Battles, don't forget to press **X** to bring up the Turf Map. This map displays a live feed of ink coverage on the stage, allowing you to see where friendly and enemy ink is being spread. If you see a fresh patch of enemy ink appearing, you can determine where opponents are. The Turf Map is also necessary for Super Jumps. Immediately after spawning, select a teammate or friendly Squid Beakon on the Turf Map to perform a Super Jump. This launches your Inkling high into the air and lands you next to your teammate or Squid Beakon, ideal for applying pressure on hotly contested areas of a stage. Exercise caution when performing Super Jumps. Jumping to a teammate engaged in a heated battle can put you at a major disadvantage upon landing. Unless you have the Stealth Jump ability equipped, opponents can see where you're going to land—a ring-shaped icon appears at your landing spot. Sneaky opponents can use this info to ambush you.

Weapons

Initially, your Inkling comes equipped with the Splattershot Jr. main weapon, which includes the Splat Bomb sub weapon and Ink Armor special. This versatile loadout is excellent for new players and veterans alike. As you level up, you can purchase new weapons from Sheldon at Ammo Knights. There are six classes of main weapons, each with its own strengths and weaknesses. Instead of purchasing every weapon that becomes available, focus on weapon types that best match your style of play. Here's a glimpse at the different types of weapons. For more information on weapons, sub weapons, and specials, reference the **Weapons & Gear** chapter.

Weapon Types	
Type	Description
	Rapid
	Rapid-firing weapons are the most well-rounded, suitable for spreading ink in Turf War or splatting opponents in any game mode.
	Charger
	These weapons must be charged before firing to reach their high-damage, long-range potential. They're better suited for sniping opponents than for spreading ink.
	Roller
	Rollers are ideal for rapidly spreading ink along flat, horizontal surfaces. They can be swung to fling ink over wide areas or smack opponents.
	Blaster
	These slow-firing, high-damage weapons fire ink-filled projectiles that explode in midair or upon impact. Their lack of range can make them difficult to use, but there's no denying their effectiveness in spreading ink.
	Slosher
	SlosHERs are essentially buckets filled with ink, ideal for spreading ink and splatting opponents at close range. Arc ink over walls to engage opponents indirectly.
	Splatling
	Similar to the chargers, the Splatlings must be charged before firing a rapid barrage of ink. These weapons have impressive range and ink-coverage capability.
	Sub Weapon
	Each loadout comes equipped with a sub weapon, such as Splat Bombs. These weapons provide some welcome offensive benefits, but they also consume a lot of ink.
	Special
	Each loadout includes a special, like the new Inkjet. Fill the Special Gauge by covering the stage with ink. Once the gauge is filled, you can activate the special.

TEST RANGE: TRY BEFORE YOU BUY

Not sure which weapon to purchase? All weapons at Ammo Knights can be tested before you purchase them. While browsing, click the Right Stick to see how the weapon looks when equipped, and press **Y** to try it out. Experiment with the loadout's primary weapon, sub weapon, and special on a shooting range filled with various target dummies—the number above each target dummy reports how much damage it has taken from your attack. It's always a good idea to test before buying.

**Gear**

The clothing, shoes, and headgear worn by your Inkling function like armor. Each piece of gear has a fixed main ability that benefits your Inkling in various ways. For example, the Ink Saver (Main) ability reduces your weapon's ink consumption, allowing you to fire longer before refilling your Ink Tank. Since you have to wear clothing, shoes, and headgear at all times, you always have three main abilities active. Each piece of gear can also include up to three sub abilities. These lesser abilities aren't as effective, but since all abilities can be stacked, they work together to enhance the performance of your character during Ink Battles. New gear can be purchased with gold from Ye Olde Clothe Shoppe, Headspace, and Sheila Fresh, located in the Square. Check back regularly, because stock changes daily. For more information on abilities and gear, reference the **Weapons & Gear** chapter.



Once you attain Level 4, Bisk and the other merchants sell you clothes, shoes, and headgear. The gear available for purchase rotates daily, so check back frequently.

GAME MODES

There are four game modes available for online matches: Turf War, Splat Zones, Rainmaker, and Tower Control. Turf War is all about covering the stage with as much ink as possible. In Ranked Splat Zones, Rainmaker, and Tower Control matches, both teams vie for control of unique objectives, which leads to some intense back-and-forth battles.

Turf War

Time Limit: 3 Minutes

Victory Conditions: Spread more ink than the other team to win.

When selecting a regular battle in the lobby, you're connected to a Turf War match. In Turf War, each team struggles to ink as much of the stage as possible in their team's ink. Only horizontal surfaces count, so don't waste your time inking walls and other vertical surfaces unless you're using them as a means of travel. Whichever team has the most coverage at the end of the match wins. BP is awarded based on two factors: the amount of ground you've covered, and a 600 BP bonus for the winning team.



In Turf War matches, don't get distracted by splatting opponents. Stay focused on the objective—spreading ink.

Ranked and League Battles



Ranked and League Battles allow you to gain much more experience, but if your team gets knocked out, you gain nothing. Knockouts occur if either team scores the Rainmaker or tower. In Splat Zones, knockouts happen when either team gets their timer to zero.

Splat Zones, Rainmaker, and Tower Control are competitive, objective-based game modes associated with Ranked and League Battles. In Ranked Battles, your wins and losses are tracked across your career, determining your rank. Once you reach Level 10, you can enter a Ranked Battle. All players begin with a rank of C- on each of the three game modes. With continued wins and accrued rank experience, you can climb the ranks: C, C+, B-, B, B+, A-, A, A+. Ranks continue upward from A+, including S-, S, and S+. Once you hit S+, you can keep ranking up with S+1, S+2, etc. Winning a match fills your Rank Meter partially. Fill the bar to rank up, potentially skipping a rank, depending on how well you do. Losing a match slowly puts cracks in your Rank Meter. If you lose too many matches, the Rank Meter breaks and you lose points in your rank. For Rank C and above, a line appears about halfway through the Rank Meter. If you're past that line when your Rank Meter breaks, you maintain your rank and your points fall below the line. If you're under the line and your Rank Meter breaks, you drop a rank. You can't fall below a rank of C-.

League Battles are only available once you attain a B- rank or higher in any of the Ranked Battles. For example, you can have a B- in Splat Zones but a lower rank in Tower Control and Rainmaker and still get in. To enter a League Battle, you must first set up a team—you need at least two players to start, but four players are highly recommended. When playing in League Battles, you compete against the entire community. After playing a couple of matches, your team is assigned a rating based on performance. Keep playing to improve your rating. League Battle stages rotate every two hours. At the end of that two-hour period, your team's rating is compared with others in the community. There are no rewards associated with League Battles, but it's a great way to see how your team stacks up against the rest.

Splat Zones



Taking control of a Splat Zone requires a team effort. Gather your team and make a coordinated attack to push back the opposition.

Time Limit: 5 Minutes

Knockout Conditions: Control the Splat Zone(s) until your team's timer reaches zero.

The goal of Splat Zones is to control all Splat Zones (marked with colored lines) by covering them in your team's ink. Most maps have one Splat Zone, but Moray Towers has two. If your team covers a significant majority of the zone in your ink, the Splat Zone becomes captured. Control all Splat Zones to begin a timer for your team that counts down from 100 to zero. Splat Zone ownership is shown in between each team's score, under the team status. The objective of Splat Zones is to have your team's timer reach zero.

If your team controls a Splat Zone and the other team takes control from you, your team incurs a time penalty. This penalty is not taken into account in the final score. If neither team reaches zero, whichever team gets the closest wins. However, if the trailing team controls all Splat Zones when time runs out, the game goes into overtime until the following occurs: the trailing team no longer controls all Splat Zones, or the trailing team's score surpasses the leading team's score. At this point, the trailing team takes the lead and wins the match.



GAME MODES

Rainmaker



The Rainmaker carrier is visible at all times, so expect a chaotic firefight around this hotly contested objective.

Time Limit: 5 Minutes

Knockout Conditions: Carry the Rainmaker into the capture point.

Rainmaker plays like a variant of Capture the Flag. In this case, the flag has been replaced by a powerful weapon called the Rainmaker. At the start of a match, the Rainmaker is placed in the center of the stage, prompting both teams to race toward the middle. However, the Rainmaker can't be grabbed immediately; it's protected by a transparent bubble. Shoot the Rainmaker repeatedly to pop the bubble. Afterward, the Rainmaker can be grabbed by any player, regardless of which team popped the bubble. The bubble is restored whenever the Rainmaker is dropped.

When carried, the Rainmaker performs like a charger, requiring a full charge to fire a powerful explosive round with a huge blast radius. The goal is to carry the Rainmaker into the volcano-shaped capture point near the opposing team's base. There are usually two distinct routes leading to each capture point: one is typically more direct, while the other requires a lengthier travel time. The Rainmaker carrier can be seen by both teams unless traveling in their own ink, in which case the symbol disappears from the other team's view. However, opponents can still see the glow from the Rainmaker if the carrier is within line of sight, so reaching the capture point by sneaky means is difficult. Speed is usually the best option, but teamwork is essential. Consider having teammates escort the Rainmaker carrier, inking a path to the capture point. If neither team is capable of scoring the Rainmaker, the team that gets closest to the capture point wins when time expires. The distance each team has advanced toward their capture point is tracked beneath the team status icons, allowing you to see who's in the lead.

Tower Control



While riding the tower, hide in your ink or use the vertical post for cover. The tower is extremely vulnerable while stopped at low-lying checkpoints, so brace yourself for attacks originating from the high ground.

Time Limit: 5 Minutes

Knockout Conditions: Ride the tower into the capture point.

In Tower Control, Inklings vie for control of a single tower, which starts at the center of the stage. When occupied by a player, the tower moves along a predetermined route, passing through a series of two to three checkpoints before advancing into the capture point. If your team controls the tower, it moves toward the capture point near the opposing team's base; if the enemy team occupies the tower, it moves toward the capture point near your team's base. Occupying the tower is simple—ink the side and swim to the top. Staying atop the tower is the tricky part, as you're likely to encounter a barrage of bombs and incoming ink.

During this tug-of-war-style match, the tower moves faster when occupied by multiple teammates. Get

at least two players on the tower to speed its advance. The tower is vulnerable while stopped at checkpoints, so be ready to defend it by securing the high ground. When defending, take up elevated positions along the tower's route and wait

for the right opportunity to attack. Don't let the tower push too far into your team's territory. Like in Rainmaker, the distance the tower travels can determine the winner. If time expires before the tower is captured, the team that manages to advance the tower closest to the capture point wins the match. This distance for each team is tracked beneath the team status icons.



SPLATFEST

Splatfest is a special event where you vote for one of two teams to represent in a series of Turf War battles. Seven days before the Splatfest begins, during *Off the Hook*, a special announcement indicates that a Splatfest is coming. The theme of the Splatfest is revealed, along with the two teams you can vote for. Following this announcement, a special screen shows up in Inkopolis Square. At the screen, vote for which team you want to represent during the Splatfest. Choose to enter the Splatfest as a solo participant or as a team. Once you place your vote, you can't change it. If entering as a team, make sure all your friends vote for the same team. Twenty-four hours before the Splatfest starts, setup begins in the Plaza—some trucks arrive, indicating the Splatfest is about to begin. Once a Splatfest begins, Ranked Battles and regular battles are unavailable; you can only participate in Splatfest battles.

You can't participate in online matches until you choose a team. Teams can be chosen at any time during Splatfest at the voting booth. Once you choose a team and enter the Splatfest lobby, only four players, rather than eight, are required to queue for battle. Specifically, four total players from the team you've chosen.



Inkopolis Square is even more festive than usual during a Splatfest. Interact with the large screen to choose which team to support.

Splatfest Tee

During Splatfest, your clothing is replaced by a Splatfest Tee, which you're unable to change. The Splatfest Tee shows up in your inventory immediately after voting. This allows you to wear it (and acquire sub abilities) before the Splatfest begins. The base Splatfest Tee comes equipped with the Ability Doubler and can support up to three sub abilities. Ability Doubler doubles the effectiveness of all sub abilities applied to the Splatfest Tee, so make sure you have all three sub abilities applied before the Splatfest begins. After the Splatfest ends, the Splatfest Tee is permanently removed from your inventory.

Results and Rewards

Splatfest Titles and Rewards			
Rank	Splatfest Points Required	Winning Team Super Sea Snail	Losing Team Super Sea Snail
Fanboy/ Fangirl	—	3	2
Fiend	10	5	3
Defender	25	9	7
Champion	50	16	13
King/ Queen	99	24	21



Pearl and Marina host the Splatfest activities from the Square's stage, just above Deca Tower's entrance.

Splatfest Points is earned by participating in and winning matches. Winning a match earns you 4 Splatfest Points, and your participation bonus is based on how much BP's worth of ground you cover in ink during the match. Cover 200-399 BP's worth of ground to earn one bonus participation Splatfest Point. Cover 400 or more BP's worth of ground to earn two bonus participation Splatfest Points. Those are the only two thresholds for participation bonuses. You can earn a maximum of 6 Splatfest Points per match if your team wins and you cover at least 400 BP's worth of ground during the match.

Splatfest lasts for a few days. Once it's over, the results are announced during a broadcast of *Off the Hook*. The results of a Splatfest are based on two factors:

Popularity: The percentage of the vote each team gets.

Wins: The percentage of matches each team wins.

After the results, you're awarded Super Sea Snails based on the Splatfest title you've earned. Super Sea Snails are used to add and reroll sub ability slots on gear via Murch. If you're on the winning team, you earn bonus Super Sea Snails based on the title you achieved.

Splatoon²

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• INK THE COMPETITION IN MULTIPLAYER

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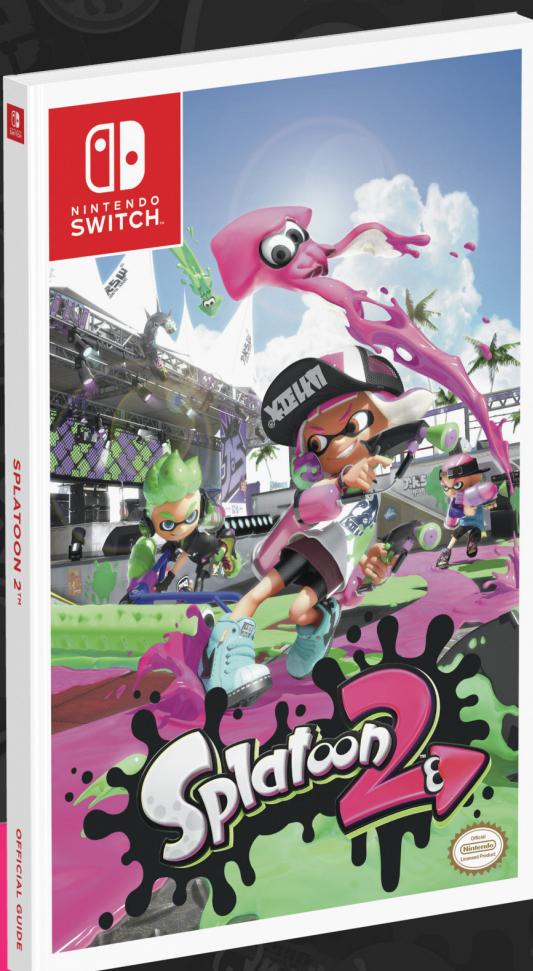
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