



INKDOMS

OVERVIEW

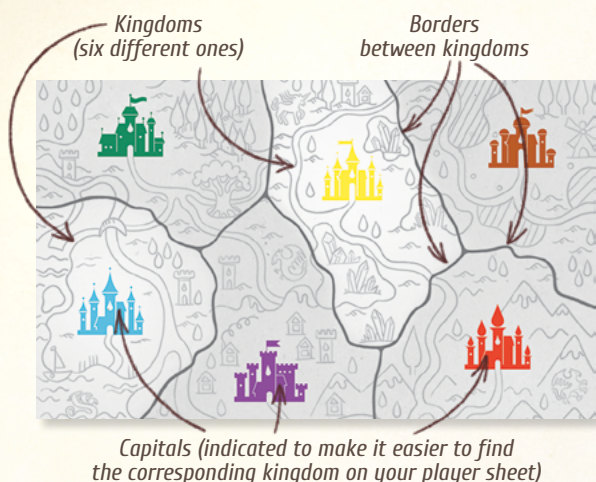
The colors of Inkdoms have faded, monsters roam the wilderness, and inky darkness creeps in from beyond. But one day, a shining comet appears in the sky. Its multi-colored drops paint the lands of Inkdoms, dispelling the darkness and scaring away the monsters. With the help of these magical drops, you can restore Inkdoms in their bright colors and former glory!

At the beginning of the round, you throw the dice on the map to determine where the drops fell, how many there are, and what color they are. Each player chooses a die and colors the areas of Inkdoms on their sheet. In doing so, you gain spells, defeat and tame monsters, build capitals, and mix colors to create composite hues. The game ends after at least one player has completely colored three kingdoms, and the winner is the one with the most victory points.

GAME RULES

GAME COMPONENTS

Game board (inside the box)



4 dice

The dice provide you with drops of the primary colors (blue, red, and yellow) to paint your kingdoms with. The white die is a wild one, giving you a choice of one of these colors (see page 5). Each die has two faces with 2, 3 and 4 – these values stand for the number of drops of that color.



9 pencils

Two pencils of each primary color (blue, red, yellow) and one of each composite color (green, purple, brown). All pencils are shared, players take them as needed and then return them to the middle of the table.

First player token

Shows the player who throws the dice and goes first in the current round. Pass it to the left at the end of the round.

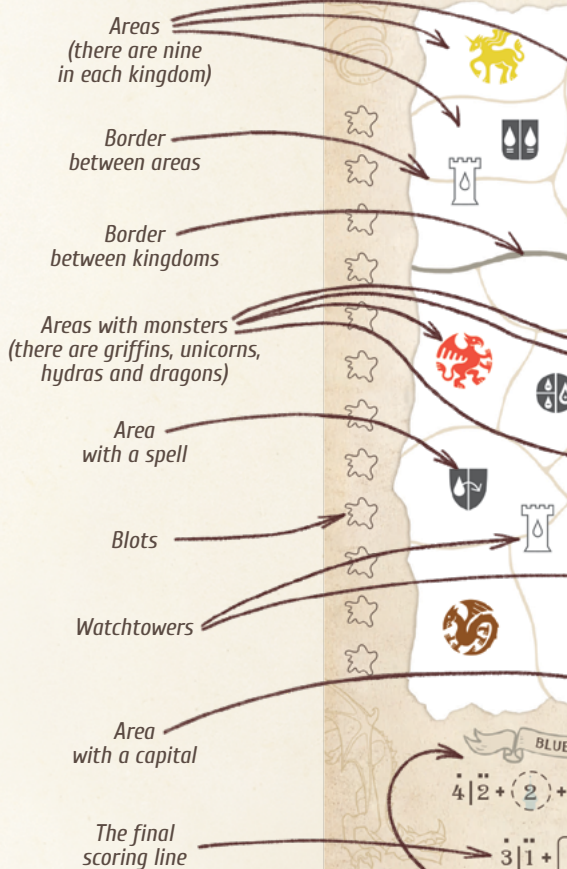


4 references

A brief reminder of the spell effects and the rules for mixing colors in watchtowers (see pages 6-7).



Player sheets (a notepad of 80 sheets)



The main part of the sheet is a map of the kingdoms (the same six that are depicted on the game board), each of which consists of nine areas. During the game, you color areas on your sheet, receiving victory points (VPs) and gaining spells and additional drops from mixing colors.

There is a separate scoring line for each kingdom.

VPs for coloring speed:
4 VPs for the first place
and 2 VPs for the second place

VPs for building the capital

VPs for variety: as many as there are distinct colors in the kingdom

Kingdom name



Total VPs for this kingdom

Note: You can paint areas of each kingdom with any colors, regardless of the color of its capital or its name.

Setup

Take all the components except the inlay out of the box and place the box bottom in the middle of the table. The player with the most different colors in their clothes becomes the first player in the first round and takes the first player token. Each player takes a player sheet from the notebook and any

pencil. The first player gets the top spell in the upper right of their sheet (circles the space with the number 1), the second player gets the second, the third and fourth (if present) get the third and fourth, respectively. Give the dice to the first player and put all the pencils next to the box.

Game Round

At the beginning of a round, the first player (who currently owns the first player token) throws all four dice on the game board inside the box. Then each player, starting with the first one, chooses one of the dice and colors in the areas on their sheet. When everyone has finished doing this, the players declare what they have completed this round. Pass the first player token clockwise and start a new round.

In a two-player game players throw the dice and pass the first player token every two rounds. For example, in the first round of the game the first player throws the dice, chooses one of them and colors areas, and the second player chooses from the three remaining dice and also colors areas. In the second round, the first player chooses one of the two remaining dice, and the second player takes the last remaining die. When both players have finished coloring, the first player token changes hands. The new first player throws the dice at the beginning of the third round, and so on.

Throwing the dice

The first player takes all four dice in both hands, raises their hands approx. 20 cm above the center of the game board and releases the dice so that they fall inside the box. It is forbidden to throw the dice with one hand, from the side of the box, at an angle or to intentionally influence where they land in any other way.

If at least one die jumps out of the box, lands on another die or on its edge, the first player must re-throw all the dice.

As a result of the throw, all four dice must end up on the game board inside the box so that it is obvious to all players which sides are up and which kingdoms they are located in.

A die may end up in two possible positions:

- 1) The die is entirely in a single kingdom. Even if it touches the kingdom's border from the inside but does not cross it, it is considered to be in this kingdom only.
- 2) The die is on the border of several kingdoms. In this case the die must cross the border between kingdoms, so that it partially lies in each of them. If this occurs, the die is considered to be in each of these kingdoms, and the player who chooses it will have to decide from which of these kingdoms he takes it.



Example: The yellow die is in Yellowlake. The blue one is in Greenwood: the die touches its borders, but does not cross them. The red die is both in Yellowlake and Purplefield, and the white one is in Redhill, Yellowlake and Umberland (as it slightly crosses the last one's border).

If you're unsure where a die is, look at it straight from above. If the players can't agree on where a die is, the first player makes the final decision.

You can then nudge the dice a little without changing their positions in kingdoms to make it more obvious. (In the example above, you could move the blue die deeper into Greenwood, and the white one to the junction of the three borders.)

Then each player takes one turn, starting with the first player and going clockwise. To speed things up, you can start your turn without waiting for the previous player to finish theirs. However, players' decisions about which areas to color in a given round must be independent. So you can't look at another player's sheet from the moment they choose a die until you finish your turn.

Player's turn

Choose one die from the box, taking into account the die's color, the number it shows (the number of drops of that color), and the kingdom it is in. If the chosen die is on the border of kingdoms, at the moment of choosing you must declare which of these kingdoms you took it from.

The white die is a wild one. It is considered to be of any color that has already been taken from the box this round. If you choose a white die, decide which color (blue, red, or yellow) of those not in the box it will count as. You cannot choose the white die if all four dice are still in the box.

Take the chosen die and place it on your sheet next to the kingdom from which you took it, without changing its value. Now you must place all drops from the chosen die, i.e. paint this number of areas in that kingdom with the color of the die. While painting, you can use any spells you have (circled but not yet crossed out) and drops from the watchtowers (see page 7).

Coloring rules

- ▶ You can only color areas in the kingdom you took the die from.
- ▶ You can only color areas that have not yet been colored.
- ▶ Color areas one by one.
- ▶ You cannot color an area with the same color as an adjacent area, even if it belongs to another kingdom. Areas that share a corner rather than a side are not adjacent.

These areas are adjacent



These are not

Tip: Before actually coloring mark the areas you wish to color with dots of corresponding color and make sure you follow all the rules. Color pencils are difficult to erase.

If you cannot or do not want to place all the drops according to these rules (and have not used spells to bypass them), you must mark **one blot** on the left side of the sheet (no matter how many drops you have not placed). Each blot is worth one penalty point at the end of the game. If you have no unmarked blots, do nothing.



Special areas

Many areas contain special symbols: capitals, spells, or monsters. If you color such an area, immediately do what is described below.

► **Capitals.** If you paint over a capital with the same color, you have built it: circle the corresponding space in that kingdom's scoring line. The built capital will give you 2 or 3 VPs at the end of the game. If you paint over a capital with a different color, cross out the space, as you will not receive the VPs indicated there.



Example: The capital of Greenwood is painted over with green, the same color as the capital symbol. The player circles the corresponding space in the Greenwood scoring line, gaining 3 VPs. The capital of Yellowlake is painted over with blue, a different color. The player will not receive 2 VPs for this capital, so they cross out the corresponding space in the Yellowlake scoring line.

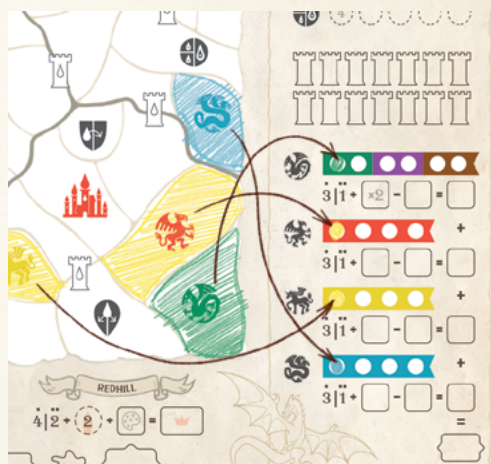
► **Spells.** If you paint over a spell symbol with any color, you receive it by circling the next available corresponding space on the top right of your sheet. You can use the spell **starting from the next round**. The effects of the spells are described in the reference card and on page 7.



Example: Having colored two areas with spell symbols this round, you circle their spaces on the top right of your sheet (other circled spells there were gained earlier).

► **Monsters.** If you paint over a monster with the same color, you tame it and it will give you VPs. If you paint over a monster with a different color, you defeat it and it will give you nor VPs neither penalties. At the end of the game you lose 1 VP for each monster you have not painted over.

If you paint over a monster, mark the corresponding space on the right of your sheet with the same color. Note that dragons are of three different colors, with separate spaces for each color.



Example: You mark the corresponding space after defeating or taming a monster.

Watchtowers

Unlike other symbols, watchtowers are located on the borders of two areas. When both of these areas are colored, you get an additional drop of a certain color (depending on what colors these two areas are painted with). Fill an empty tower on the right of your sheet with that color. You can use this drop starting from the next round.

► If the areas are painted with **two different primary colors**, you get a drop of the corresponding composite color: red and blue give purple, blue and yellow give green, yellow and red give brown.

► If the areas are painted with **the same primary color**, you get a drop of the same color.

► If at least one of the areas is painted with **a composite color**, you get a drop of any composite color (choose it immediately).



Example: After coloring the second area next to the watchtower you receive a brown drop (yellow and red) and fill an empty tower on the right of your sheet with brown. Then you use your previously gained green drop (and cross it out) to color the second area next to the other tower. The composite color and any color gives a drop of any composite color, you choose purple and fill another empty tower with it.



Example: Three areas are already painted red, and the fourth area is adjacent to each of them. You use the spell to place a red drop in that area against the rules. Even though four adjacent areas are now red, you need just one spell because you managed to do so with only one drop. But if you want to paint red the area containing the capital, you will need to use that spell again.

Starting from the next round, you can use any previously acquired drops from watchtowers when coloring areas (before, after, or between the drops from the die). A drop from a watchtower can be used to paint an area in any kingdom. Otherwise, such drops follow the same rules as drops from the dice. Cross out the watchtower on the right of your sheet after using its drop.

Spells

You gain spells when you color the areas with corresponding symbols (plus your starting spell). You can use spells starting from the next round after you receive them. After you use a spell, immediately cross it out.



Move all drops from your die to any other kingdom, as if you have taken the die from that kingdom instead of original one. You may use this spell only before you start placing drops from the die. If you have already colored any area in the original kingdom you cannot use this spell, since it transfers all drops from the die, not some of them.



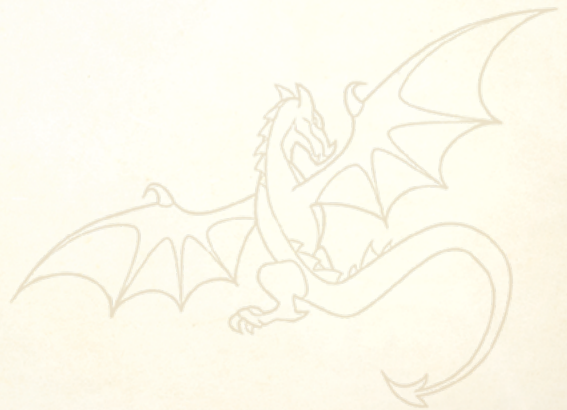
You may place one drop even if it causes areas of the same color to be adjacent. This spell allows you to make an exception for one drop (from the die or from the watchtower), but it may affect any number of adjacent areas of the same color. You can use several such spells in a single turn, each for a different drop. Note that this spell does not give you a new drop, it just allows you to use one drop against the rules.



Divide the drops from your die between this kingdom and a neighboring one. You can now color areas in both these kingdoms. You can split the drops however you like, even if none end up in the original kingdom. You can use several such spells in a single turn, adding another adjacent kingdom for each used spell, but the original kingdom does not change.



Replace two drops from your die with one drop of any composite color. You paint two fewer areas with the color of the die, and paint one area purple, green, or brown (in any order). All coloring rules remain in effect, including the kingdom where you can place drops. You can use two such spells in a single turn to replace a total of four drops from the die with two drops of any composite colors.





Example: You took the blue die with a 4 from Redhill, but you don't want to color areas there. You use the spell No. 1 to move the drops from the die to Bluewater. You then use the spell No. 2 to color the capital of Bluewater with blue, insofar as an adjacent area with a hydra is already blue (1). You use the spell No. 3 twice to place drops in the neighboring kingdoms of Greenwood and Purplefield as well. In the latter, you paint the hydra over with blue (2). You also use the spell No. 4 to replace two remaining blue drops with a single green one and paint over the dragon in Greenwood (3).

Tip: Spells and drops from watchtowers become especially valuable towards the end of the game, when many areas of your sheet are already colored and placing new drops becomes difficult. So don't rush to spend them, but at the same time don't tarry to do this, as your unused drops and spells will earn you nothing at the end of the game.

Achievements

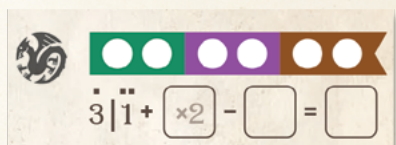
There are three kinds of achievements in Inkdoms:

- ▶ to color all nine areas of a certain kingdom;
- ▶ to color all areas with monsters of a certain type;
- ▶ to fulfill the end game condition, i.e. to color all areas of three different kingdoms.

Each achievement brings VPs to the players who are the first and second to complete it. These 'speed' VPs are listed at the beginning of the corresponding scoring line (for kingdoms, monsters, and final scoring). The first number, with one dot above it, shows how many VPs you'll get for completing the achievement first, and the second number, with two dots above it, stands for VPs for completing the same achievement second. Third and fourth places are not awarded.



Example: If you are the first to color all nine areas of UMBERLAND you gain 4 VPs. Circle the '4' and cross out the '2' in the UMBERLAND scoring line.



When another player is the first to color all areas with dragons (either taming or defeating them) you cross out the '3'. If you are the second to do the same, circle '1'.

At the end of the round, after all players have finished coloring, they announce which achievements they have completed in this round.

Important: If several players have completed the same achievement in the same round, all of them receive the same award. Do not rush to share your achievements until all opponents have finished coloring, as it may influence their decisions.

There are six achievements for kingdoms, one for each. If you are the first player to color all nine areas of a certain kingdom, announce it, circle the '4', and cross out the '2' in its scoring line. All other players who have colored all nine areas of the same kingdom by the end of the current round do the same. The rest cross out the '4' in its line, as they will not receive those VPs.

Subsequently, if someone else has colored all areas of that kingdom by the end of the round, they announce it and circle the '2' in its scoring line. All other players who have completed the same achievement in the current round do the same. The rest cross out the '2' and will not receive any VPs for that achievement. However, they must still announce it if they complete it.

There are four achievements for monsters, one for each type. If you are the first player to color all areas with monsters of a certain type, announce it,

circle the '3', and cross out the '1' in its scoring line. All other players who have colored all areas with monsters of the same type by the end of the current round do the same. The rest cross out the '3' in its line.

Subsequently, if someone else has colored all areas with monsters of the same type by the end of the round, they announce it and circle the '1' in its scoring line. All other players who have completed the same achievement in the current round do the same. The rest cross out the '1' and will not receive any VPs for that achievement. Note that there are six areas with dragons, and four areas with each of hydras, griffins and unicorns.

To complete the **achievement for fulfilling the end game condition**, you have to color all areas of at least three different kingdoms. If you do it, announce it at the end of the round, circle the '3', and cross out the '1' in the final scoring line. All players who have colored all areas of at least three kingdoms (not necessarily the same ones) by the end of the current round do the same. The rest cross out the '3' in the final scoring line.

The next round of the game is the last one. If someone else has colored all areas of at least three kingdoms by the end of that round, they announce this and circle the '1' in the final scoring line. All players who have completed this achievement in the same round do the same. The rest cross out the '1', and then the players proceed to scoring.

Each player can complete each achievement at most once per game. You can complete any number of different achievements in a single round.

In a two-player game there are two rounds between dice throws instead of one. For example, you throw the dice, choose one, and color the areas, and your opponent also takes a turn. At the end of the round, you announce that you have colored all areas with hydras, and your opponent announces that they also have painted all hydras over, as well as all areas of Yellowlake. Both of you circle the '3' in the hydra scoring line, and your opponent also circles the '4' in the Yellowlake scoring line (while you cross it out). Then a new round begins, in which you choose from the two dice remaining in the box. Even if you color all areas of Yellowlake by the end of this round, you only get 2 VPs for this achievement, since your opponent has completed it a round earlier.

End of round

Pass the first player token and all four dice to the player to your left. That player throws the dice and takes their turn first in the next round.

In a two-player game you pass the first player token only when there are no dice left in the box, i.e. every two rounds. All other rules for ending a round remain in effect.

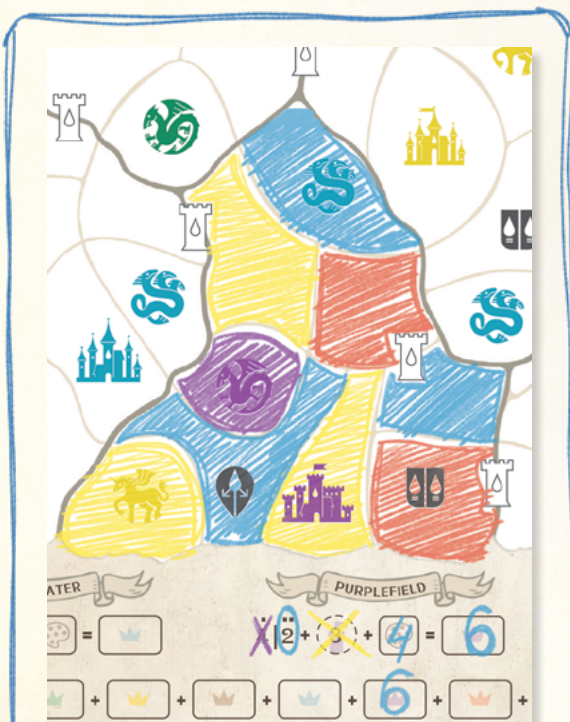


GAME END AND SCORING

The game end is triggered at the end of the round when at least one player has colored all areas of any three kingdoms on their sheet. Then the final round is played and the players score VPs.


Special case: In the extremely unlikely event that all players have marked all their blots, the game ends at the end of the current round.

► Sum up the VPs for each kingdom in its scoring line. Count how many different colors there are among the colored areas in that kingdom (even if it is not colored completely) and write that number as VPs for variety. Add to it the circled VPs (for completing the achievement and building the capital), if you have any. Write the result in the last space of the line, as well as in the corresponding space of the final scoring line.



Example: You have colored all areas of Purplefield, but you were the second to do it, so you get 2 VPs for this achievement. The capital is painted yellow, not purple, so it does not give any VPs. There are four different colors in Purplefield (blue, yellow, red and purple). In total, you get $2 + 0 + 4 = 6$ VPs and immediately record this number in the final scoring line.

► Sum up the VPs for each type of monster in its scoring line. Write down the VPs for tamed monsters (painted over with the same color). Each tamed dragon gives 2 VPs, and other tamed monsters give 1 VP each. Write down the penalty for remaining uncolored monsters. Add the circled achievement VPs, if you have any, and write the total in the last space of the line.



Example: You have painted five dragons over, four of them with the same color. You get 8 VPs (4×2) for tamed dragons and lose 1 VP for the one left uncolored, for a total of 7 VPs. You were the first to paint all four griffins over (3 VPs), three of them with red (another 3 VPs), for a total of 6 VPs. You have tamed one unicorn (1 VP) and left two unicorns unpainted (-2 VPs), for a total of -1 VP. After adding VPs for hydras, you have a total of $7 + 6 - 1 + 3 = 15$ VPs for monsters.

After scoring VPs for all monsters, write their sum in the last space, as well as in the corresponding space of the final scoring line.

► Count the number of marked blots on the left of your sheet and write it in the corresponding space of the final scoring line. Sum up all the values in this line (including the circled VPs, if you have fulfilled the end game condition).

The player who has the most total VPs wins. In case of a tie, the winner is the one of the contenders who has lost less total VPs for blots and unpainted monsters. If there is a tie too, the contenders share the victory.

SOLO MODE

When playing solo you try to score as many VPs as possible. The rules remain the same, but at the end of each round you will lose one opportunity to score an achievement (as if your opponent has completed it before you).

Setup

Set up the game as usual, but do not gain a spell or take the first player token.

Game round

If there are no dice in the box at the start of the round, throw all dice on the game board.

Choose one die, color the areas, and complete the achievements according to the usual rules.

After that, you must cross out one 'speed' VP number in any scoring line except the final one:

► You cannot cross out a number that has already been circled or crossed out.

► If possible, you should cross out the '4' or '3'. You will no longer be able to get VPs for completing this achievement first, but you still have a chance to get VPs for the second place.

► If there's no uncircled or uncrossed '4' or '3' left, you must cross out any '2' or '1'. You can cross out the VPs for the second place in the same line where you already got the VPs for the first place. In this case, you will lose nothing, since you are no longer in contention for the second place.

If the game is not over yet, start the next round.

Game end

A solo game's end is triggered in two cases:

1. If you have colored all areas of any three kingdoms by the end of a round and circled the '3' in the final scoring line, the next round is the last.
2. If at the end of a round you cannot cross out a number in a kingdom or monster scoring line because they are all already crossed out or circled, cross out the '3' in the final scoring line instead, and the next round is the last.

Special case: If both aforementioned conditions are met in the same round, circle the '3' and cross out the '1' in the final scoring line, then play the final round.

At the end of the final round, do not cross out a number. Sum up the VPs and find your result:

<i>less than 50 VPs</i>	<i>Try again</i>
<i>50-59 VPs</i>	<i>Not bad but you can do better</i>
<i>60-69 VPs</i>	<i>You are a real guardian of lndkdoms</i>
<i>70 VPs and more</i>	<i>Would you like to try on the crown?</i>



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