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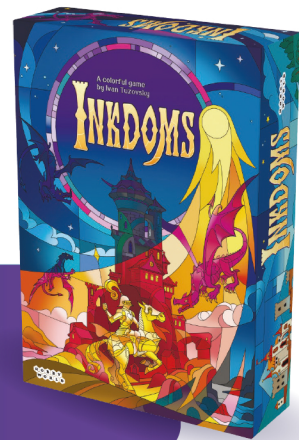
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INKDOMS

Game Design: Ivan Tuzovsky**Artwork:** Ivan Shavrin, LaLu, Anna Kalchenko, Ekaterina Zharova

GAME OVERVIEW

Inkdoms is an original family roll-and-write game, in which players will be coloring areas of their Inkdoms. In doing so, they will gain spells, defeat and tame monsters, build capitals, and mix colors to create composite hues.



GAMEPLAY

Each round the first player rolls 4 dice on the board inside the box. Then, starting with the first player, they one by one pick a die from the box and color areas on their player sheet.

The **placement of the die** on the game board determines the Inkdom, which areas the player has to color. The **number on the die** (drops) shows how many areas of that Inkdom they need to color. Finally, the **color of the die** determines the color of the pencil the player will use.

Players cannot color adjacent areas with the same color.

However, when a player colors **spells**, they give them some ways to break those rules, for instance:

- move all the drops to another Inkdom;
- color adjacent areas with the same color;
- divide drops between adjacent Inkdoms;
- replace 2 drops with 1 drop of any composite color (green, brown or purple).



VICTORY POINTS

During the game players will be scoring victory points for coloring certain areas. When a player colors all the areas in one Inkdom, or all the monsters of the same type, they get 'speed' VPs for being the 1st or the 2nd player to do so. That is the only time they announce their progress to claim some achievements.

They also get some bonus VPs when:

- they color capitals with the same color;
- they color monsters with the same color.

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).

KEY SELLING POINTS

- ▶ Engaging puzzle and strategic depth
- ▶ Creative and relaxing gameplay based on unique "mix colors" mechanic
- ▶ New game from the game designer of Aquatica

PRACTICAL INFO

CONTENTS

4 dice, 9 pencils, Notepad, 4 reference cards, First player token, Game Rules

**MSRP:** €

BOX

Size: 277x194x67 mm

RIGHTS

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