Inklings Rules

Components

- ✦ 1 6-sided die
- ✦ 1 8-sided die
- ✦ 1 12-sided die
- ✦ 1 scoring sheet per player
- ✦ 1 pencil per player

Overview

In *Inklings*, players control a set of 3 **Inklings**—little critters that scurry across the surface of polyhedral dice—as they attempt to fill in (or "ink") a fresh set of dice for a new player. The roll of three dice determines where these Inklings can travel, but be careful: each time your Inklings cannot move, one will be lost!

The player that navigates their Inklings across the most faces wins, with *bonus* points going to those that complete entire dice. The little d8 may be within easy reach, but only the best will fill in the most coveted of dice: the intrepid d20.

Setup

Each player should take a score sheet and a pencil. Place the three dice within view and reach of all players.

Play

Inklings is played in rounds, with all players taking the same actions *simultaneously*. There are no turns in *Inklings*.

To start a new round, one player should roll all three dice: 6-sided, 8-sided, and 12-sided. These dice define the available locations for all players' Inklings to move: if the number on a space is equal to *any* set of dice, added up, that space is legal. (See *Example*, below.)

While learning the game, one player should call out all of these values. They are the same for all players.

After the dice have been rolled, players cross off the location of one of their Inklings, circling the new space the Inkling has moved to. Inklings can move in one of the following ways: (Each of these moves is covered in the *Example* section, below.)

✦ Inklings start the game off the board, in the section marked "Inklings". When moving a new Inkling onto your board, cross off one of the three boxes and circle any legal space. That Inkling is now on your board, and occupies that space. (Letters are provided for players that want each Inkling to have their own, unique identity. Inklings themselves are past such frivolities, and as such the letters have no impact on gameplay.)

✦ Once an Inkling is on the board, it may be moved to any adjacent space. Cross off that Inkling's current location, and circle the new space.

✦ If an Inkling is adjacent to a **tunnel** 🚇, that Inkling may travel "through" that tunnel to any other space on the board connected to an unused tunnel. To do so, cross off the Inkling's current location, and circle the space that Inkling is traveling to. Cross off both tunnels used: the tunnel connected to the original location and the tunnel connected to the new location. These tunnels may not be used again.

✦ If none of your Inklings have a legal move, you still cross off one Inkling. That Inkling is no longer on your board, and may no longer move. If at any time you have no Inklings remaining on your board, you are out of the game, and should score your board. (See *Scoring*, below.)

Spaces are divided across three "dice" of varying difficulty: the d8 (easy), the d12, and the d20 (difficult). Every space on these dice touched by an Inkling in this way is considered **inked**, and is worth points at the end of the game. If a die is *entirely* inked by the end of the game, it is worth bonus points! (See *Scoring*, below.)

Ending the game

Once no players have any Inklings remaining, the game is over and all boards should be scored.

Scoring

Players should add up the total number of inked spaces for each of the three dice on their board, writing the total in the spaces provided on their sheet. For convenience the *maximum* score (i.e. the total number of faces) for each die is marked on the scoring space. For example, the d8 actually has 7 spaces—the 3 face is where all the tunnels come from!

If a player has inked an entire die, they should circle the bonus space below that die's tally.

Count the number of tunnels used, adding that to the provided space; these count *against* a player's score. Note that each tunnel should be counted: both the tunnel entered and the tunnel exited for each move counts for 1 point against that player's score.

Finally, total all three dice, including any achieved bonuses, and subtract the number of tunnels used. The player with the highest total wins!

Example

A player rolls all three dice, with the following faces:

To help the other players at the table, they call out all of the available sums:

"3...4...7...8...11"

The first player decides to place a new Inkling on their board. They cross out the second box, and circle the 8 on the d12:

The second player, however, moves one of their existing Inklings to an adjacent space, from the 7 on the d8 the 8 on the same die:

A third player decides to use an available tunnel, moving from the 6 on the d12 to the 11 on the d20:
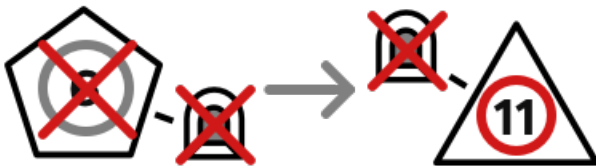
After all of the players cross off an Inkling (and hopefully place it on a new location), they roll again (and again).

Inklings
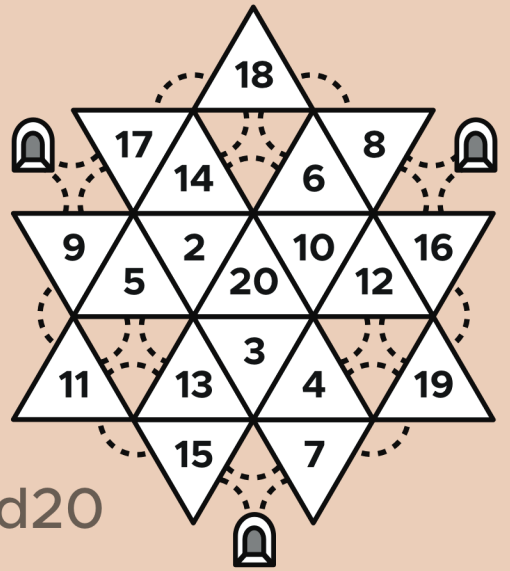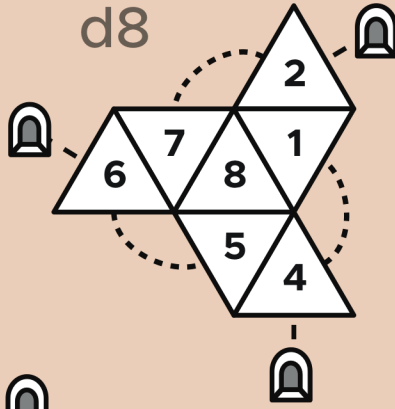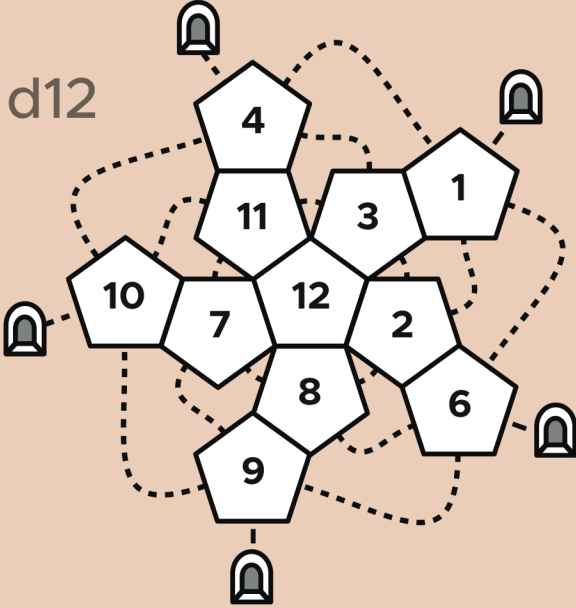
A | B | C

d8

d12

d20

d20		d12		d8		⊠		/58
/19	+	/11	+	/7	−		=	
+12		+6		+3				

Inklings Scoring Sheet — ©2019 Legacy of Play
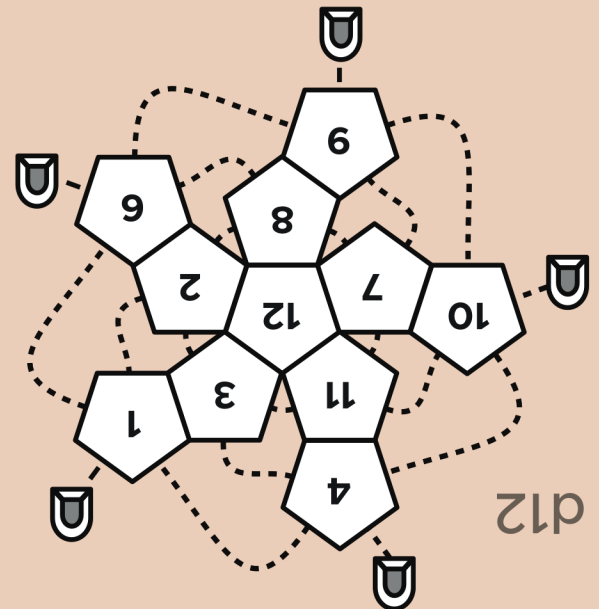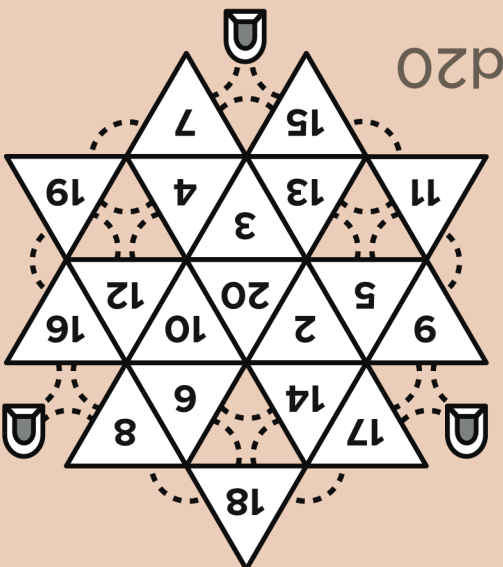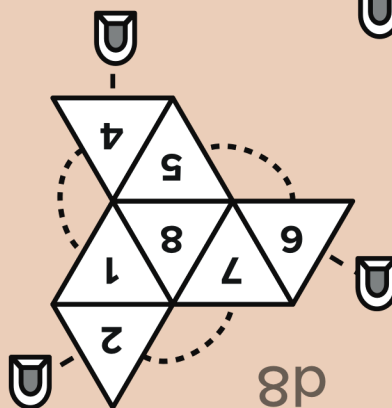
Credits

Design and Art by Michael Schoonmaker

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