



VERSUS

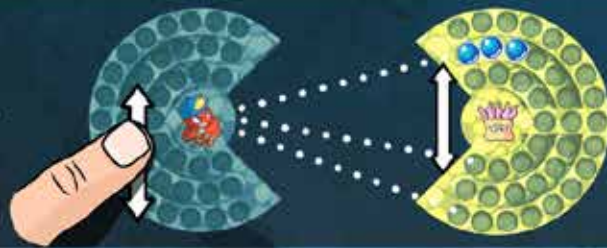
M A N U A L

Basic Controls



How To Aim

Tap on the character and hold back. Adjust aim by sliding finger up or down.



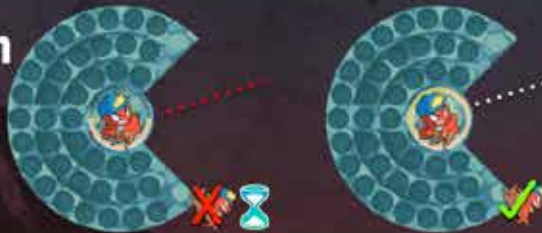
How To Shoot

Release finger to shoot the larger bubble in your Bubble Switcher.



Attack Cooldown

Before you can shoot again, you'll first need to wait until your HomeBase icon is fully charged.



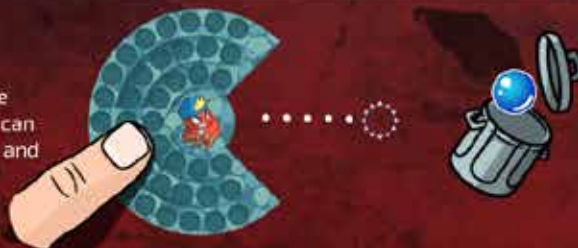
How to Switch

Tap on the Bubble Switcher to switch the order of your bubbles. The large one is the bubble you'll be shooting with.



How to Trash

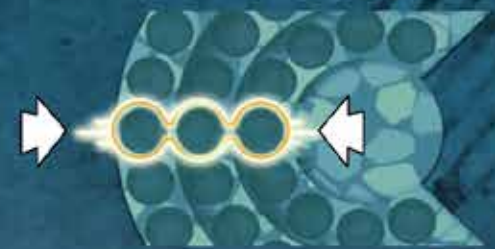
If neither bubbles from the Bubble Switcher is a color you need, you can trash it by aiming directly in front and releasing.



Advanced Tips

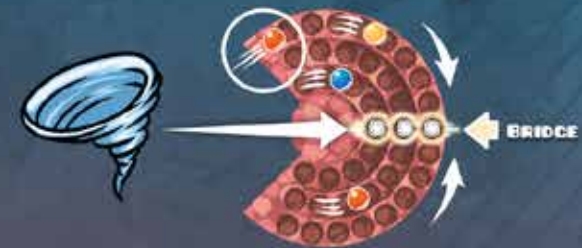
BRIDGE

The 3 nodes located at the horizontal centre of the BattleGrid is the only channel to connect the 3 rings, and it is the only way to perform inter-ring combos. The Bridge links up the rings, therefore it's possible for the damage to spread into other rings. This is a key part of the game's strategy as you could potentially inflict a high amount of damage and set up more combos.



WHIRLPOOL

Whenever a bubble enters the BattleGrid, it triggers a suction in the Bridge and sucks all remaining bubbles towards the centre of the BattleGrid, forming a cluster. You can control how your opponent's Grid is rearranged, by shooting your bubble into either the upper or lower entrances.



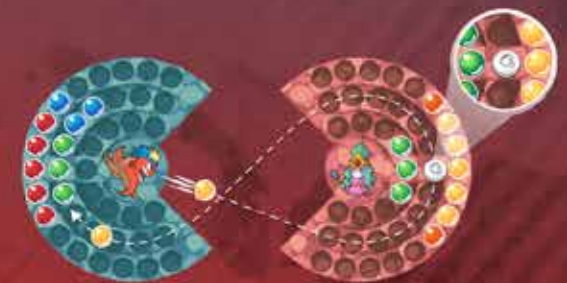
COMBO/STUN

A Combo is when, a succession of 3 bubbles or more are popped by a single shot. When you land a combo on your opponent, they will be stunned momentarily and unable to shoot. The duration of the stuns extend as the number of bubbles in the combo increases and additionally, if some of these bubbles are located in the Bridge.



REBOUND

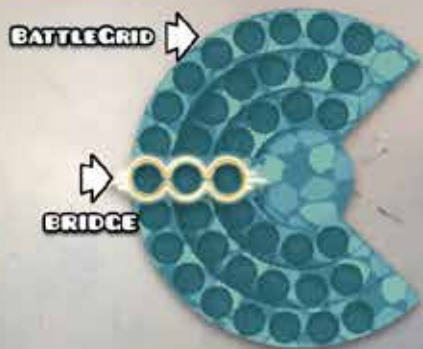
Once you've emptied a ring from your opponent's BattleGrid, you can use it to Rebound a bubble back into your own corresponding ring, to gain back bubbles. This only works however if your ring is not empty. Be aware of the bubble's color that you're rebounding, so you don't pop your own bubble.





GAME MECHANICS

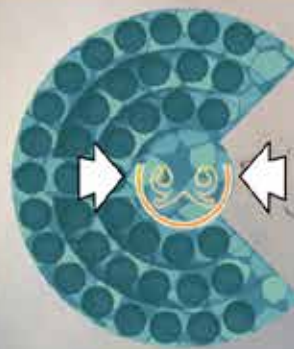
BATTLEGRID/RINGS



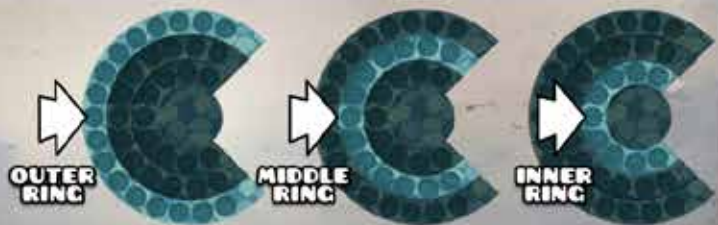
Ink Wars uses a 3-Ring BattleGrid system. They are made of the Outer Ring (largest), Middle Ring (medium) and Inner Ring (smallest).

You can shoot bubbles into the top or bottom entrances of any of the 3 rings. The rings are separate from each other, except on the horizontal section that connects them together called the 'Bridge', located at the centre of the BattleGrid.

BATTLEGRID/HOMEBASE



This is the circular shaped area where the character sits in. It's function changes throughout the course of the match. When the Clan Symbol is bright lit with a golden light, the character is able to shoot a bubble. After shooting, the light will refill over time (see Speed rating) and the character cannot take the next shot until the Clan Symbol is fully charged again. Use the refill time to your advantage by planning your next move.



The **Outer Ring** is the largest and toughest to clear out. But once you have, you can use it to refill your BattleGrid with the most bubbles. But beware, because this ring takes the longest time for bubbles to travel through, you are left in the most vulnerable position (compared to other rings) for being counter attacked, when you're executing a rebound strategy.

The **Middle Ring** is arguably the most important ring in the BattleGrid. Using the Bridge, it connects the outer and inner rings allowing you to perform powerful combos called Bridge Link Combos. Once this ring is cleared you will no longer be able to link the other two rings and any remaining rings will need to be cleared individually.

The **Inner Ring** is the smallest of the 3 rings and easiest to clear. The downside is that you won't be able to refill your own BattleGrid with many bubbles. However it is the safest ring to use a rebound strategy.

CHARACTER STATS

Characters in the game have a set of 3 Stats: ATTACK | DEFENCE | SPEED

Each character holds a unique combination of these stats, giving them a different playstyle to one another.

Choose one that suits you.

Attack



Your **ATTACK** stat will determine how often a Rainbow bubble and how often the right colored bubbles appears in your Switcher.



It also affects how long your opponent is stunned for, once they get hit by a combo.

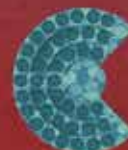


Defence



Your **DEFENCE** attribute determines how many different coloured bubbles you get in your BattleGrid.

- Lv 1: 3 out of 6 colors
- Lv 2: 4 out of 6 colors
- Lv 3: 5 out of 6 colors
- Lv 4: 6 out of 6 colors



Speed



Your **SPEED** attribute will decide your character's recovery time after firing a shot. The higher the speed rating, the faster the recovery.





ADVANCED MECHANICS

SUPER-METER & SUPER-SHOT

Lv 1

Player down by: 0 - 7 bubbles



Shocks your opponent and disables them for 15 seconds.

Character Specific

Lv 2

Player down by: 8 - 12 bubbles



Ploughs through any 3 bubbles in a row, regardless of their color.

Character Specific

Lv 2

Player down by: 8 - 12 bubbles



Turns all bubbles of the color you hit into rainbow bubbles. In turn you can pop these rainbow bubbles with any bubble.

Character Specific

Lv 2

Player down by: 8 - 12 bubbles



Turn all neighbouring bubbles of the color that you hit into that same color.

Lv 3

Player down by: 13+ bubbles



Strongest bubble in the game. Eliminates all bubbles of the colour that you hit!

↓ SUPER-METER | How It's Gained



YOUR CHARACTER'S AVATAR STARTS OUT EMPTY

AND SLOWLY FILLS UP AS YOU ATTACK OR RECEIVE DAMAGE

ONCE FULL, IT WILL GLOW, LETTING YOU KNOW A SUPER BUBBLE HAS BECOME AVAILABLE

SUPER-BUBBLES

SUPER-BUBBLES ACT AS A COMEBACK MECHANIC TO HELP YOU CATCH-UP TO YOUR OPPONENTS!

There are 3 Levels of Super bubbles. The further you are behind your opponent, the more powerful your Super-Bubble becomes!

↓ SUPER-METER | How It's Used

OFFENSIVELY



Once your super meter is full, a **Super-Equip** button appears on the bottom-left corner, giving you access to 1 of 5 Super-Bubbles*

Tapping on the **Super-Equip** button loads the Super-Bubble into your Switcher. You can still switch bubbles if you decide to save your Super-Bubble for later use. When you have your Super-Bubble as the active Bubble in the Switcher, your hero will glow white to show that he's charged and ready to fire the Super!



An awesome closeup shot of your hero briefly slides into the screen before your enemy feels the full force of your hero's wrath!



Each Super-Bubble has a different impact on your opponent. Learn what they do to get the best out of any situation.

DEFENSIVELY



When you get stunned for longer than 3 seconds, and your super meter is at least 30% filled, your HomeBase will light up into a green color. This allows you to double-tap your HomeBase to break out of the stun.



ADVANCED MECHANICS

DYNAMIC BATTLE ENHANCERS



Battle Enhancers are power boost items you can activate during your match which either weakens your opponent or strengthens yourself, giving you an edge over battle! Some Enhancers suit certain Character-Types better than others, so choose the one that best suits your favorite character. Each Enhancer has 6 levels.

The **Battle Enhancer Icon** sits below your Character's Avatar. Tap on it to activate.



Purchasable using (Pearls)

- Lv 1 = 10 Game Count upon activation
- Lv 2 = 20 Game Count upon activation
- Lv 3 = 30 Game Count upon activation
- Lv 4 = 40 Game Count upon activation
- Lv 5 = 50 Game Count upon activation
- Lv 6 = 60 Game Count upon activation



RAPID RAINBOW

WHAT IT DOES: Gives you 25% chance of receiving rainbow bubbles for a fixed amount of time.



BEST SUITED FOR: RUSH TYPE, SPEED TYPE, SAFE TYPE



DISPOSAL METER GAINER

WHAT IT DOES: Turns low attack character's weakness into an advantage. You gain **Super Metre** each time you dispose wrong colored bubbles.



BEST SUITED FOR: SAFE TYPE, BALANCE TYPE



STUN ENHANCER

WHAT IT DOES: Amplifies your **overall** stun power (including your regular shots and Super-Shots).



BEST USED AGAINST: DEFENCE TYPE, TOUGH TYPE

Note: you can only use **ONE** Level and Type of Enhancer during any given match.



REBOUND STOPPER

WHAT IT DOES: Shuts down opponents who often uses the Rebound strategy to fill their Grid back up.



BEST USED AGAINST: SAFE TYPE, SPEED TYPE



NO SUPER METER BLOCKER

WHAT IT DOES: Prevents your opponent from gaining Super Meter, shutting down their ability to comeback with a Super-Shot.



BEST SUITED FOR: RUSH TYPE, POWER TYPE



STUN BREAK DISABLER

WHAT IT DOES: Prevents defensive opponents who often disrupts your attack rhythm (by Stun-Breaking) from doing so.



BEST SUITED FOR: SPEED TYPE, RUSH TYPE



CHARACTER TYPES

LEGEND

Variable Attribute

Skill Required

HERO TYPE

ATT

DEF

SPE

SKILL



Strength: +1 extra attribute point
Weakness: No maxes on any attribute

Key To Victory: Hero type is a good choice vs all other types. Use your +1 attribute point advantage to steadily control the game and capitalize on your opponents mistakes.

VILLAIN TYPE

ATT

DEF

SPE

SKILL



Strength: High attack & great speed, durable glass bubbles
Weakness: Average defence & speed

Key To Victory: Use your high attack & speed to rush opponents down. Having Roe Blocks adds durability to your defence, although sacrificing your ability to rebound using the middle ring.

BALANCE TYPE

ATT

DEF

SPE

SKILL



Strength: All rounder
Weakness: Jack of all trades, master of none

Key To Victory: Similar to the HERO type, to win you have to set a steady pace. While more effort is required, when played effectively BALANCED type is a good choice against any opponent.

POWER TYPE

ATT

DEF

SPE

SKILL



Strength: High stun & high chance of rainbow bubbles
Weakness: Average defence & speed

Key To Victory: Set up as much combos as possible to pull off stuns, and finish off your opponents while they are incapacitated.

DEFENCE TYPE

ATT

DEF

SPE

SKILL



Strength: Hard for opponents to combo and stun you
Weakness: Average attack & speed

Key To Victory: Play your shots wisely at the start because the longer the match continues, your strength might be neutralised.

SPEED TYPE

ATT

DEF

SPE

SKILL



Strength: Fastest recovery after shooting
Weakness: Average attack & defence

Key To Victory: Take advantage of your rapid-fire capability to overwhelm your opponent.

TOUGH TYPE

ATT

DEF

SPE

SKILL



Strength: Top Tier attack & defense
Weakness: Slowest recovery speed

Key To Victory: Since the chances of a usable bubble appearing in your Bubble Switcher is high. Combined with your stern defence, pick your shots wisely as you can't afford to waste any.

SAFE TYPE

ATT

DEF

SPE

SKILL



Strength: Good recovery speed & defense
Weakness: Lowest chance of getting usable bubbles

Key To Victory: Clear out one of your opponents ring as soon as possible. Then utilise Rebounds to force your opponent into an endurance game where they will eventually crumble.

RUSH TYPE

ATT

DEF

SPE

SKILL



Strength: Strong attack & fast recovery speed
Weakness: Low defence, easy to stun

Key To Victory: There's no time to waste. Utilize your offensive advantage to rapid-fire on your opponent. Avoid lengthy matches to secure your victory.

TAKO HERO



TAKO HIPPIE



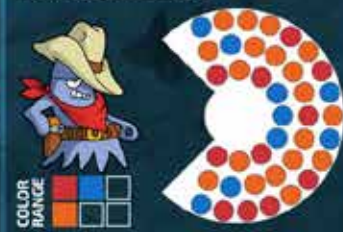
TAKO GYPSY



IKA PRINCESS



IKA COWBOY



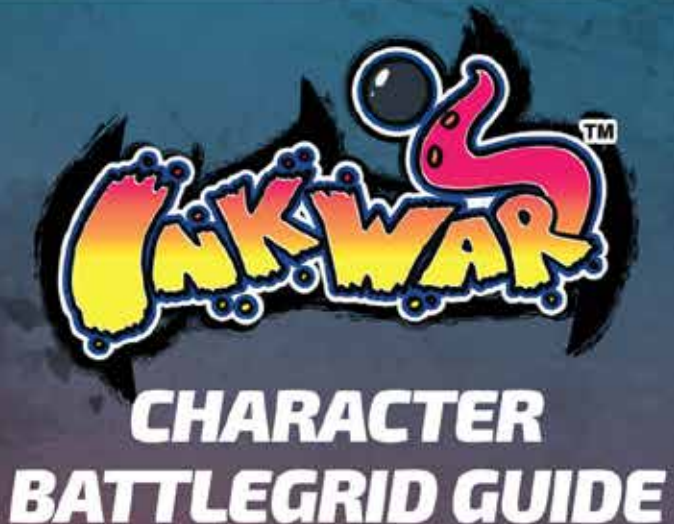
IKA HOBO



TAKO CLOWN



TAKO BIKER



IKA SALESMAN



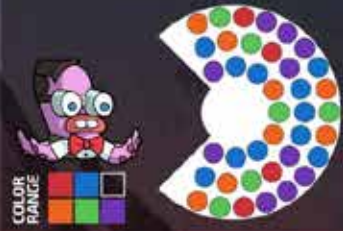
IKA WAITRESS



TAKO CHEF



TAKO NERD



IKA BUTCHER



IKA ARTIST



TAKO ROCKSTAR



TAKO WRESTLER



TAKO COP



IKA PUNK



IKA BOXER



IKA COMMANDO



TAKO GODFATHER



TAKO NINJA



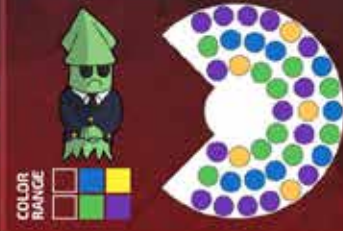
TAKO KING



IKA SENATOR



IKA SECRET AGENT



IKA SCIENTIST



TAKO WONG



TAKO MARN



IRON SHARK



IKA GLLTY



IKA SMUG



TAKO VIN



TAKO NIXIA



IKA LEAH



IKA LORII



TAKO HUNTO



TAKO JAMIE



INKWAR™

CELEB CHARACTER BATTLEGRID GUIDE

IKA RYAN



TAKO TRUMP



MERMAID BRANDEE

