

The Daily Splatter

By: Sunnie Lee Tucker

- **Welcome to Splatville - Page 1**

The Lowdown on what's going down in Splatville

- **Turf and Towers - Page 3**

A Guide to all the Weapons you can utilize for turfing

- **Grizzco, Let's Go. - Page 5**

The Basics of Salmon Run

- **Grizzco, Oh No. - Page 6**

Identifications of all The Salmonid Bosses and how to take them on

- **Badges Badges Badges - Page 10**

A list of all the badges you can earn to show off your freshness

- **Shoot, Slosh, Splat - Page 13**

The ins and outs of Turf War and other turf modes



Authors Note

I undertook this project because I thought it would be fun to create a magazine centered around a game I enjoy. I attempted to create a magazine through the concept that it was produced in the game universe.

The Goal of the Magazine was to compile information to guide new players through the game in an entertaining way. While I was correct that it would be fun to create, I found myself lacking in time to ultimately produce new content for something as ambitious as I set out to do. Ideally, I would have made articles that were written entirely by myself but instead had to rely on open-source content to finish in time.

In the end, I am happy with how the magazine turned out and I believe that it does what I set out to do even though I did not get to make all of the content myself. This project has made me realize why there is usually a team working on magazines of such breadth.

Credits

Edited Information, attributed to splatoonwiki.org which is available under Creative Commons Attribution-Share Alike policies. [Most notable Grizzco and Weapon articles]

Graphics are screenshots and 3D renderings created by Nintendo and used under the Fair Use act for Educational purposes.

Welcome to Splatsville

What's What and Where's What

Lobby



The main building in Splatsville, it's located straight up the staircase from the square. Here you will find the shell-out machine, your locker, Judd, the concession stand and most importantly the game queue. Queue up a game of Turf War, Rainmaker, Splat Zones or Tower Defense.

Square



This is where you first arrive when you make your way to Splatsville. You'll see all the other people visiting Splatsville hanging out. You can find the amiibo stand, the tour guide, Murch and table turf here. The Amiibo stand is in the central plaza it's hard to miss. Murch hangs out up the stairs by the lobby and if you go to the right of him in the back streets you'll find the Table-Turf battle stand.

The Crater



A massive crater located in the Splatlands. You get here by talking to Captain Cuttlefish and then diving down into the grate. It's where you'll start out working as Agent 3 for the New Squidbeak Splatoon. After going through the crater you will make your way to Alterna, where you splat your way through levels to beat the Octarians.

Grizzco



Here you will be working for Mr. Grizz collecting power eggs. The building is located up the stairs and to the right. You can always jump there as well. Once there you will be prompted to take a workers introduction and learn the basics of Salmon Run where you will be taking on Salmonids with your allies to get eggs for Mr. Grizz.

Ammo Knights



Located in the square to the right where you arrive, Ammo Knights is the best place in town to get new weapons to splat your friends with. Sheldon sells his weapons for tickets that you can get leveling up in games.





Naut Couture

Located in the square, Naut Couture is the freshest place to get head accessories. The store is run by Gnarly Eddy and his boss Nails.

Man-o-Wardrobe

Located in the square to the right where you arrive, Man-o-Wardrobe sells shirts, jackets and other pieces of super-soaked clothing. The shop is run by the Coolest jelly in town Jel-La-Fluer.

Crush Station

Located in the square, Crush Station is a neat little shop that specializes only in footwear. The store is run by the coolest crustacean in town Mr. Coco.

Hotlantis

Located in the square, Hotlantis sells stickers, posters and other cosmetic items for decorating your locker. The store is run by one of its frequent customers Harmony. The manager does not seem to come around often.

The Shoal

The Shoal is the local arcade where you can get together with friends locally and play games. It's different from the lobby since you can only play with your friends and you can pick the stages and other settings. You can earn drink tickets and food tickets by playing and getting stamps on your Shoal card.

TURF AND TOWERS.

Turf War

A three-minute battle mode. It is classified as a “Regular Battle” and players must ink the most turf to win the match. Two teams of four compete and the results are judged by Judd. The only goal is to ink turf, don't let anyone get in your way.

Splatzones

Splat Zones plays similarly to the game King of the Hill. Controlling zones causes the team's countdown clock to start. Control is lost when half of the zone is covered in the opposing team's ink. Losing control of one or more zones causes the team's countdown clock to stop. If the opposing team then takes control of the zones, a “penalty” is given to the team that was previously in control. The timer without penalties is 60 seconds long. Hold that zone! Overtime will start if the losing team has the zone, they must then remain in the zone until they beat the other team's current time or they lose.

Tower Control

In Tower Control, two teams of four players fight to control a central tower that moves through the stage along a path. The path is mirrored and goes toward each side of the team's territory. The tower starts at the center, and when a player rides on top of it, it begins moving toward the enemy territory. If an enemy player is standing on the tower while the player rides it, the tower is contested and it stops moving. If the player standing on the tower falls off the platform or gets splatted, after an enemy player stands on the tower or five seconds have passed, the tower begins moving rapidly back to its initial position. The match ends when one team rides the tower to the opponent's finish mark, or after five minutes are up and overtime is done, the team who pushed the furthest wins. Overtime in this mode begins if the current losing team has control of the tower when the five minutes are up and finishes once that team loses control of the tower or takes the lead.

Rainmaker

Rainmaker is similar to Tower Control in that it requires teams to move a certain object to a point in the other team's base. However, in Rainmaker, only one player may have control of the Rainmaker and they control where it goes. The device is encased in a shield similar to a Zapfish's bubble and must be freed before it can be picked up. If one team bursts the Rainmaker shield, all players of the other team caught in the blast radius are instantly splatted. The Rainmaker can then be picked up by either team. Touching an intact shield causes a small amount of damage. While holding the rainmaker you can shoot it at the other team but be careful because when you are holding it you are much slower and cannot super jump or swim away to safety. Make sure if you don't have the rainmaker that you escort them to the next point.

ClamBlitz

The objective of Clam Blitz is to pick up clams, which are scattered around the stage, and deposit them into the goal near the opposing team's base. Once a player picks up ten clams, it transforms into a Power Clam, which is used to destroy the barrier around the other team's goal when thrown towards it. Breaking the opponent's barrier with a Power Clam awards twenty points and lifts the team's barrier, allowing the enemy team to score points. Protect your base and attack theirs!

Tri-color Battles

This mode is only available in the second half of a Splatfest. Three Splatfest teams battle in one Turf War. The Splatfest team that was in the lead at the Halftime Report of the Splatfest has four players in the match and starts in the middle of the stage. While the other two teams have two players each and start at opposite ends of the stage. In the middle of the stage, there is a device called the Ultra Signal. If a member of one of the two losing Splatfest teams captures the Ultra Signal by holding it for long enough, a Sprinkler of Doom will appear and continuously rain that team's color for the rest of the match, and it cannot be destroyed. The person trying to capture the Ultra Signal is immobile while capturing it, so they can be splatted in the process, causing them to lose it.



Grizzco, Let's Go.

The Lowdown on the Salmon Run Hoedown

Salmon Run shift consists of three waves; to complete each wave, players must collect Golden Eggs by defeating Boss Salmonids and depositing the eggs in the egg basket to reach a given quota. Each normal Boss Salmonid yields three Golden Eggs when splatted. If they are not picked up, a Snatcher will fly over after a few seconds to retrieve them.

Each player can carry only one Golden Egg at a time. While carrying a Golden Egg, players can perform an egg Throw, launching the Golden Egg similarly to thrown bombs. This requires the same amount of ink as a Splat Bomb to perform, but not as much ink is used. Performing the Egg Throw also causes a small explosion of ink around the player that deals 100 damage to Salmonids and inks a small area around the player.

If the egg is thrown directly into the egg basket, it is collected; otherwise, it remains on the ground where it lands. Throwing a Golden Egg into the water results in it bouncing back to where it was thrown from; if it hits a wall or a Salmonid, it is deflected and changes its trajectory. Any player may pick up a Golden Egg that is on the ground.

The quota for each of the three waves depends on the number of players present and their ranks. If the quota is not filled before the wave timer ends or the team is wiped out, their shift is terminated. After a shift ends, players are rewarded Grizzco Points based on the number of Power Eggs and Golden Eggs collected, which can be exchanged for bonuses. All players' ranks increase by 20 points after clearing a shift, unless they are playing with a friend with a lower job title than themselves. Similarly, failing a shift reduces all participants' ranks by between 0 and 20 points based on the number of waves cleared. Failing a shift on wave 3 does not change participants' ranks.

The hazard level of a shift determines both the difficulty of the shift, such as how many bosses spawn in a time period and determines the odds of getting silver or gold scales from an Xtrawave encounter. The hazard level is determined by a formula using the combined rank of all players in the shift. The hazard level for a completed shift can be checked by opening the Recent Jobs list from the menu in Grizzco or via SplatNet 3.



The maximum hazard level possible is 333%, which can only occur for a team whose ranks are all Eggsecutive VP with an average of 865 rank points.

Equipment for collecting eggs is provided by Grizzco, including a Grizzco uniform and a lifesaver, as well as a different supplied main weapon for each wave and two uses of a single special weapon for each shift. When players are splatted, their lifesaver appears at their last position and a teammate can revive them by inking them. Ink level and special weapon uses are displayed visually, with the lifesaver serving as an ink tank with markings, and the player's two specials appearing as packets on their headgear. A notification saying "One player left" now appears when three coworkers have been splatted.

Occasionally after a successful third wave, an Xtrawave occurs, with a large King Salmonid and multiple other Boss Salmonids appearing. The primary objective is not to deposit eggs but to defeat the King Salmonid. During this wave, players are supplied with egg cannons; these convert Golden Eggs into powerful projectiles that deal 800 damage each, do not consume ink but break on contact.

Grizzco, Oh no.

The Salty Samonids of Salmon Run



Small Fry

Smallfries are easily the weakest enemies in Salmon Run. They have very low health and can be splatted with ease. Smallfries are a lot faster than other Salmonids and they always appear in groups.



Chum

Chums attack by targeting a single player, attempting to hit them with their frying pan at close range. They can deal a surprising amount of damage, but they have relatively low health and can be splatted easily.



Cohock

They are somewhat similar to Chum, but much slower and have significantly more health. They splat in a single hit. Since they move slowly, it is rare to find them near the egg basket, so they'll most likely be encountered near the shore.



Scrapper

If the Scrapper is attacked, it will stop and face its attacker. Once his shield receives enough damage, his ability to turn will be momentarily stopped until his shield is repaired. They move at a normal speed, leaving a trail of ink behind. His back is not protected, and hitting him there is how one can defeat it.



Steelhead

Steelheads attack by throwing bombs that appear from a tire that is attached to its head. The bombs instantly splat Inklings, and the blast radius is wide-reaching. Steelheads can be splatted by attacking their bombs to detonate them before they are launched. When the bomb blows before being launched, the Steelhead will be destroyed. The Steelhead moves very slowly, and will not start throwing bombs until close to a player.



Stinger

It fires a weapon similar to a Sting Ray from atop its tower. Get to it fast and fire at the pots to knock them off one by one until the Stinger falls onto the burner, which will splat it, destroying both the Stinger and the burner.



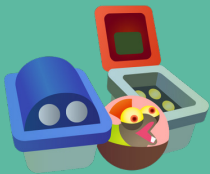
Steel Eel

The Steel Eel's only form of attack is chasing the player and trying to make contact. Touching any part of the body will do at least 50 damage to a player. They have high damage with a moderate speed. You cannot destroy the Steel Eel itself so you must attack the Salmonid driver at the back to defeat it.



Drizzler

It uses an umbrella as armor and hides under it. They lock on to a target and fire a missile toward it. The missile stops in the air after a set distance and pops open, revealing an Ink Storm. The best time to damage a Drizzler is when they are out of hiding to shoot off their Ink Storm.



Flyfish

To take it down, a Splat Bomb must be thrown and explode in each of its packs. Aiming directly at its cockpit with the Sting Ray or Grizzco Slosher works too, as well as aiming at the inside of its packs with the Inkjet, or Explosher. Take them down quickly as they shoot off tentacle missiles that can quickly overwhelm the group.



Maws

The Maw submerges itself underneath the ground and jumps upwards after getting close to players, their attack is an instant splat. Maws can travel vertically, unlike other Boss Salmonids. A circular icon indicator displays their attack position before they attack. The easiest way to dispatch them is to plant a Splat Bomb where they surface. If one is quick, they can shoot them during the few moments of their upward attack as well but it will take longer.



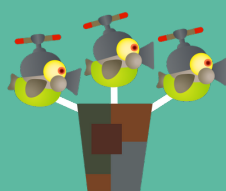
Slammin' Lid

When the player goes into the barrier, the Slammin' Lid falls and any player caught in its range will get splatted. To defeat the Slammin' Lid, the player must splat the main body on top of the lid. Anything underneath the Slammin' Lid when it falls will be killed, including other Boss Salmonids.



Flipper-flopper

The Flipper-flopper leaps into the air when attacking Grizzco egg collectors, shooting a large ring of ink from its mouth that operates like a Splat Zone once on the ground, instantly filling the area with its ink. It stays in the air above this ring for a few seconds, then dives down into the circle, splatting anybody within it unless it has been filled with their ink, in which case it hits the ground hard, breaking its mask and leaving it vulnerable. This is the best time to splat it.



Fish Stick

The Fish Stick, controlled by Salmonids flies onto the scene and impales the floor. Then the Salmonids connected rotate around and shoot ink everywhere. To splat this foe, the player must ink and swim up the pillar and splat each Small Fry.



Big shot

Its cannon fires a cannon ball near the center of the map which then bounces up and down, in a similar fashion to the Wave Breaker. The projectile sends off only 2 waves before breaking. When a new Big Shot appears, it will go to the same cannon the last Big Shot protected. Once it is defeated, players can use its cannon to fire Golden Eggs toward the egg basket.



Griller

Grillers are strong enemies that instantly one-shot players, regardless of the situation. They target one and only one co-worker (shown by their red laser pointing at a player), then they chase it. Once the player is defeated, the Griller targets another person. To destroy a Griller, players must first hit the exposed tail in the back to stun it, then attack the four other tails which appear while it's stunned.



Chinook

They pick a random spot on the map to fly to. When the Chinook reaches its destination, after a slight delay, it drops its crate on the ground beneath it, then quickly flies away. The crate can be destroyed, but if left undamaged for a short time, it will begin to glow red, and Lesser Salmonids will begin to jump out of it. If destroyed while in flight the coolers will drop an egg instead.



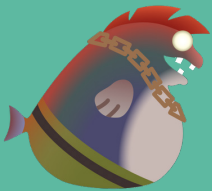
Mudmouth

The Mudmouth spawns either Smallfry or Chums when it opens its mouth. Defeating it requires the players to throw Splat Bombs into its open mouth. Once hit, it will be damaged and drop one golden egg, when defeated it will drop 3 golden eggs. It only spawns during a special event, the Mudmouth Eruption. Its golden variant, the Golden Mudmouths spawn Cohocks and give considerably more eggs.



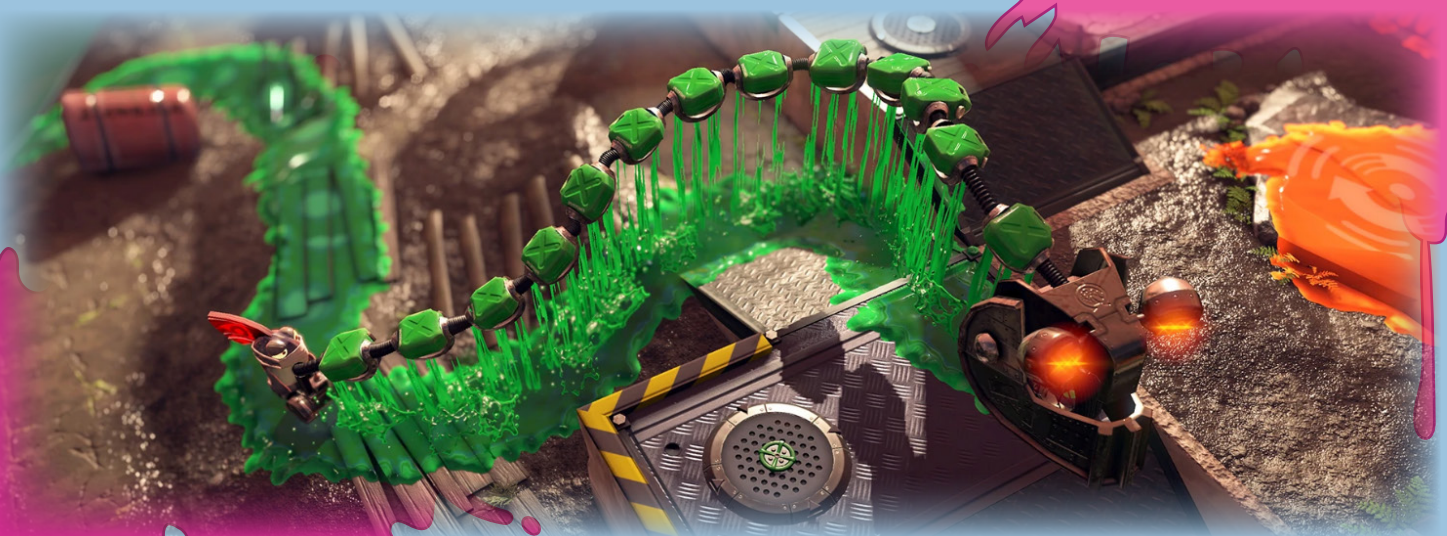
Goldie

Goldies appear only in Rush, Goldie Seeking and Fog. Goldies behave similarly to other standard Salmonids and will rush the player to smack them with their frying pan to splat them. When the player shoots at a Goldie, it will progressively lose scales as it loses health, allowing it to move faster and faster until it is defeated. In Rush and Fog, it will drop three golden eggs, just like other Boss Salmonids. In Goldie Seeking, however, there is only one Goldie per round, and it will drop many more eggs



Cohozuna

As a King Salmonid, the Cohozuna mainly attacks with body slams, through either jumping or rolling forwards toward players, utilizing its immense girth to crush its opponents. It lacks any ranged attacks and focuses entirely on slow but hard-hitting moves. Boss Salmonids still appear during this event and are the only source of Golden Eggs for use as ammunition for the egg cannon used to shoot at Cohozuna.











BADGES BADGES BADGES

A comprehensive list of badges and how you can acquire them

Story Mode	
	DJ Octavio Defeated
	Story Mode Cleared.
	Max Hero Level
	Secret Kettle Found and Cleared.

Weapons	
	4 Stars with Main weapon A badge for each weapon can be obtained
	5 Stars with Main weapon A badge for each weapon can be obtained
	30 Wins with special A badge for each special can be obtained
	180 Wins with special A badge for each special can be obtained
	1200 Wins with special A badge for each special can be obtained

Gear Shops	
	100K spent at Naut Couture
	1M spent at Naut Couture
	100K spent at Crush Station
	1M spent at Crush Station
	100K spent at Hotlantis
	1M spent at Hotlantis
	100K spent at Man-o'-Wardrobe
	1M spent at Man-o'-Wardrobe





Gear Star level is increased by raising the weapons Freshness. Weapon Freshness is determined by how much Turf you have inked.









TableTurf	
	Reached Tableturf Rank 30
	Reached Tableturf Rank 40
	Reached Tableturf Rank 50
	Collected 90 Unique Tableturf Battle Cards
	Collected 120 Unique Tableturf Battle Cards
	Collected 150 Unique Tableturf Battle Cards
	Tableturf Battle Dojo Max Level Champ Defeat every character on Level 3 at least once

Gear	
	Combined Gear at 30+ Stars A badge for each brand can be obtained
	Combined Gear at 100+ Stars A badge for each brand can be obtained

Battle	
	50 Turf War Wins
	250 Turf War Wins
	1,200 Turf War Wins
	100 Wins A badge can be earned for each mode
	1,000 Wins A badge can be earned for each mode
	Tricolor Turf War Win - Attacker
	10 Tricolor Turf War Wins - Attacker
	Tricolor Turf War Win - Defender
	10 Tricolor Turf War Win - Defender
	A Rank Reached.
	S Rank Reached.
	S+ Rank Reached.

 Gear star level can be increased by visiting Murch and using Super sea snails or by buying duplicate gear from the shops 

Salmon Run	
	Eggsecutive VP 200 A badge can be earned for each map
	Eggsecutive VP 400 A badge can be earned for each map
	Eggsecutive VP 600 A badge can be earned for each map
	Eggsecutive VP 999 A badge can be earned for each map
	10,000 Grizzco Points
	100,000 Grizzco Points
	9,999,999 Grizzco Points
	MAX Hazard Level Cleared
	Splats x 100 A badge can be earned for each Boss
	Splats x 1,000 A badge can be earned for each Boss
	Splats x 10,000 A badge can be earned for each Boss

Salmon Run cont.	
	Cohozuna Splats x 10
	Cohozuna Splats x 100
	Cohozuna Splats x 1,000
Other	
	10 Murch Orders
	100 Murch Orders
	Ordered 10 Concessions
	Ordered 100 Concessions
	Ordered 1,000 Concessions
	Level 50 Catalog Reached.
	Level 100 Catalog Reached.
	Ruler of Splatfest Reached.



Shoot, Slosh, Splat

Main weapons are the primary tools players utilize to ink turf and splat opponents. Main weapons generally have several variants: the original and alternates with different appearances, different sub-weapons and different special weapons. There are also rare weapons that have been heavily modified which are exclusive to Salmon Run.



Guns



Splattershot Jr.

The first weapon given to the player upon starting the game. Low-damage, close-range shooter with a high rate of fire. Great for new players!



Splattershot

Mid-damage, mid-range shooter with a middling rate of fire. Has no real weaknesses and can adapt to any situation.



Heroshot

A reskin of the Splattershot, with the same stats and loadout. You do not purchase it from Sheldon, instead, you receive this gun by completing your work with the New Squidbeak Splatoon.



Splattershot Pro

Mid-damage, long-range shooter with a slow rate of fire. This weapon has very high ink consumption.



N-ZAP

Low-damage, mid-range shooter with a fast rate of fire.



Jet Squelcher

Low-damage, long-range shooter with a slow rate of fire. Has the longest range in its class.



Sploosh-o-matic

Mid-damage, close-range shooter with a high rate of fire. Features the highest damage output per second in its class, at the cost of having the shortest range.



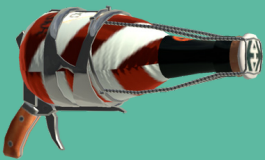
Splash-o-matic

Low-damage, close-range shooter with a high rate of fire. Has perfect accuracy, the best among all automatic shooters



Aerospray

Low-damage, close-range shooter with a high rate of fire. It has the widest shot spread and the fastest firing rate in its class.



Squeezer

Has two firing modes, semi-automatic and fully automatic. Pulling the trigger once will squirt out a single long-range, low-spread, high-power ink shot. Holding the button leads to successive low-range, high-spread, lower-powered shots. The trigger can be tapped repeatedly to maintain the high-power mode.



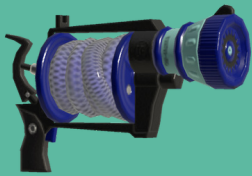
56 Gal.

High-damage, mid-range shooter with a slow rate of fire. Suffers from low accuracy.



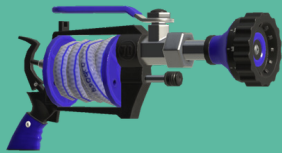
92 Gal.

High-damage, long-range shooter with a slow rate of fire. Suffers from low accuracy, and consumes more ink than any other weapon in its class.



L-3 Nozzlenose

Low-damage, mid-range shooter.
It is burst fire, firing three bullets after a pull of the trigger.



H-3 Nozzlenose

Mid-damage, long-range shooter.
It is burst fire, firing three bullets after a pull of the trigger.



Rollers and Brushes



Splat Roller

Has decent range and mobility.



Flingza Roller

It moves and flings horizontally like the Splat Roller.
Its vertical swings are slow and heavy like a Dynamo Roller.



Carbon Roller

High speed and can splat opponents in one hit with its flick attack.
Is lacking in range, and it is unable to crush opponents in one hit.



Dynamo Roller

Throws ink farther than all the other rollers.
It impairs mobility and takes a while to wind up before every flick.



Octobrush

Decent range.
Movement speed is a bit slower compared to the Inkbrush.
Only three hits are needed to splat an opponent.



Inkbrush

Fast but short-ranged.
When pushed along the ground, the user moves at an extremely high speed.
Damage is low, as the user needs to land four globs of ink to splat.

Dualies



Splat Dualies

Balanced performance, no particular strength or weakness.



Glooga Dualies

Long-range, high-damage pair of dualies with a low fire rate. Shot damage and range increase after a dodge roll, splatting opponents with two hits.



Dualie Squelchers

Longest range in its class, as well as the most mobile dodge roll. The dodge roll is quick and allows the user to continue to slide instead of being locked in place.



Tetra Dualies

Allows for up to four consecutive dodge rolls instead of the normal two. Also allows shooting while rolling.



Dapple Dualies

Quick dodge roll, a high fire rate and high-damage shots that splat opponents in three hits. Poor range.

Blasters



Blaster

High-damage, close-range blaster with a slow rate of fire.



Range Blaster

High-damage, mid-range blaster with a slow rate of fire.



Rapid Blaster

Mid-damage, long-range blaster with a fast rate of fire.



Rapid Blaster Pro

Mid-damage, long-range blaster with a middling rate of fire.



Clash Blaster

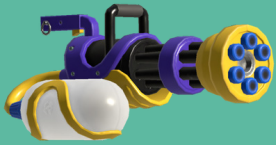
Low-damage, close-range blaster with a fast rate of fire.



Luna Blaster

High-damage, close-range blaster with a middling rate of fire.

Splatlings



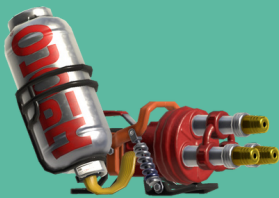
Mini Splatling

Short charge time and shorter range than other splatlings. It allows users to strafe quickly while charging and firing.



Heavy splatling

Balanced right between the Mini Splatling and Hydra Splatling, having no glaring strength or weakness.



Hydra Splatling

Longest range in its class and can fire continuously for a lengthy period of time, however, has high ink consumption. When fully charged, a high-damage feature activates, allowing users to splat opponents with three hits.



Nautilus

Shorter ranged splatling with a medium charge rate. Has the ability to store its charge and can interrupt its fire to charge back up. Accuracy does not decrease if fired in mid-jump, unlike other Splatlings.



Ballpoint Splatling

Has two different firing modes, an initial short-ranged firing mode with a high fire rate and a secondary firing mode that has a slower fire rate but a longer range and perfect accuracy. Can interrupt its fire to charge. Upon completing a full charge, subsequent charges will retain the secondary mode attributes until the charge is entirely expended.

Sloshers



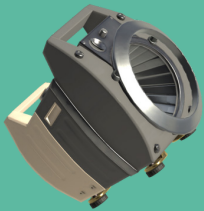
Slosher

Standard slosher, with balanced performance.



Tri-slosher

Throws ink in three directions simultaneously. Compared to the standard Slosher, it has a higher firing rate, but less damage and less range.



Sloshing Machine

Launches a small mortar-like glob that is trailed by a vortex of ink. The vortex has a small splash damage radius, while the glob itself does higher damage, with a smaller hitbox.



Bloblobber

Long-ranged slosher. Fires a line of four bubbles that will bounce along the ground and can even reflect on walls.



Exploser

Shoots accurate, slow, long-range projectiles that explode on impact. Uniquely, the projectile can keep moving even after hitting an enemy.

Chargers



Squiffer

Fast charge time.
Can splat opponents in one hit and has piercing shots.
Has the lowest range in its class. Can store its charge, and its charge time is unaffected while in mid-air.



Splat Charger

Has a good range and a decent charge time.
This weapon can store its charge.



Splattercope

A Splat Charger with a scope, for extra range and precision.



E-Liter

Very high range.
Slow charge time and heavy ink consumption.
This weapon can store its charge.



E-Liter Scope

An E-liter with a scope, for extra range and precision.



Bamboozler 14

Even quicker charge time than the Squiffer.
Its damage output is weaker than the other chargers.
Users need to land two hits to splat an opponent.
It cannot store charge.

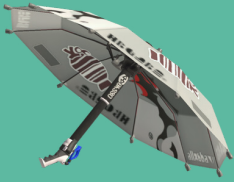


Goo tuber

Can hold its charge for an exceptionally long time.
Able to store a partial charge and splat with a partial charge.



Brellas



Splat Brella

Balanced, no particular weakness or strength.



Undercover Brella

Can be fired while its semi-transparent shield is open.
Cannot launch its shield. The fire rate is quick compared to the other brellas, but the damage dealt by each shot is low and the shield is easily broken.



Tenta Brella

Large, Heavy and Durable with a low fire rate.
Shots have high range and deal enough damage to splat opponents in one hit.



Stringers



Tri-Stringer

Has two levels of charge to unleash charged shots that briefly freeze before exploding.
Cannot store its charge.



Reef-Lux 450

Can store its charge, but cannot fire explosive shots.
With tap shots, it deals about the same damage as the Tri-Stringer but fully charged it deals more damage.



Splatanas

Splataka Wiper



Allows for quick horizontal slashes that fire ink. Charged it shoots a more powerful vertical slash, which can instantly splat opponents at close range.

Splataka Stamper



A slower and stronger Splataka compared to the standard.



Sub Weapons



Splat Bomb

Explodes after a short period of time. It can be rolled or thrown. The explosion timer will only progress while the bomb is touching the ground.



Burst Bomb

Explodes on impact.
Multiple can be thrown without having to refill the ink tank.
Deals less damage than other bombs; two direct hits or three indirect hits will splat an opponent.



Suction Bomb

Can be attached to any surface.
It explodes after a moderate period of time and has a larger blast radius than the Splat Bomb.



Curling Bomb

Travels in a straight line across the floor, leaving a trail of ink and bouncing off of walls and obstacles. It explodes after its timer expires. The maximum distance of the Curling Bomb can be shortened by holding the deployment button to 'cook' the timer before release. This makes the blast radius larger.



Sprinkler

Continually sprays ink in a circular area around itself in a staggering motion, until it is broken by enemy fire or the deployer gets splatted.
It can be thrown onto virtually any surface.



Torpedo

Transforms into a floating homing missile when within range of a target.
Incapable of splatting an opponent alone but will deal a large amount of damage. Can be shot down by opposing players.



Autobomb

Walks towards any nearby enemies before exploding.



Splash Wall

A barrier made of falling ink. It blocks enemy movement and enemy fire.



Angle Shooter

Shows an opponent's position if hit directly or by the trail it produces when thrown. It bounces off any wall it hits, leaving a small splash of ink behind. Deals the least damage of any sub-weapon on a direct hit, and trails deal no damage.



Squid Beacon

A device that allows the user and their teammates to Super Jump directly to its location.



Fizzy Bomb

Capable of exploding multiple times. Can be held and shaken like a soda to increase the weapon's explosive potency, increasing the number of times it can explode.



Toxic Mist

Releases a poison mist that causes negative status effects to opponents that come into contact with it. Affected enemies will suffer from reduced mobility and gradual loss of ink supply. Remains active for a short time after being used.



Ink Mine

Hides in ink once planted. Deals damage to enemies that get too close. Applies a tracking effect to its victims, letting everyone on the user's team know where the victim is.

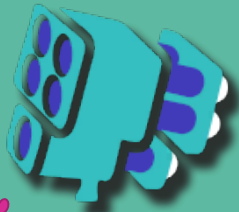


Point Sensor

Explodes in a spherical cloud. The cloud tags enemies with a tracking effect that shows their location to everyone on the user's team.



Specials



Tenta Missles

Allows users to lock on to opponents before firing ten to twenty missiles between the locked-on targets.



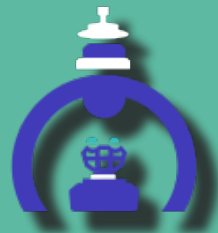
Inkjet

Gives its user the ability to hover in the air and shoot powerful blaster-like projectiles. Once it expires, the user automatically Super Jumps back to where they first activated it.



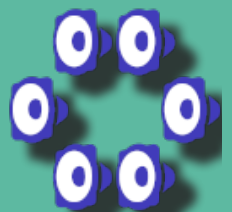
Inkstorm

Creates a rain cloud of ink. The rain cloud gradually drifts above the map, inking the ground and damaging any enemies beneath it. Can be activated and then held indefinitely if it is not thrown.



Big Bubbler

A stationary barrier that protects from enemy ink.



Killer Wail 5.1

Six floating speakers move autonomously and attack with smaller sound waves that chase down enemies.



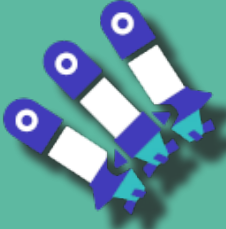
Trizooka

Fires three blasts at once and can be fired three times in total for each use.



Booyah Bomb

The user holds up a glowing ball of ink that charges up over time and can be thrown once fully charged to make an ink explosion, which is made larger by charging up more. The user and their teammates can use the “Booyah.” signal to charge up faster.



Triple Inkstrike

Allows players to throw three missile beacons and fire missiles at where the beacons land, creating vortices of ink upon impact.



Ultra Stamp

A large hammer that can be slammed repeatedly while advancing forwards and also has a jump attack. The weapon can also be thrown as a long-range attack, ending the special early.



Wave Breaker

Sends out wave signals across that ground that deal damage and mark opponents.



Tacticooler

Contains four drinks that grant special effects, like boosting the player’s speed.



Ink Vac

Sucks up ink that is still airborne and fires it back as a super attack, similar to the Rainmaker shot.



Zipcaster

Allows players to latch onto walls from a distance and zip over to them while still being able to use their main weapon. Once it expires, the user automatically comes back to where they first activated it.



Crab Tank

Allows players to ride around on it and use its turrets and cannons. It also has a movement mode similar to that of the Baller where it protects the player and rolls around in the form of a ball.



Reefslider

A blow-up shark that players ride on to dash forward a certain distance then explodes in a small radius to splat enemies.



Keep an eye out for our next edition where we will have an exclusive interview with the freshest idol group in Splatsville.

Deepcut.

