

how to table the turf

(sort of)

by cobalt the octoling (real)

that's right we sent this guide from
the splatoon universe through a portal
I definitely didn't just make this in
powerpoint



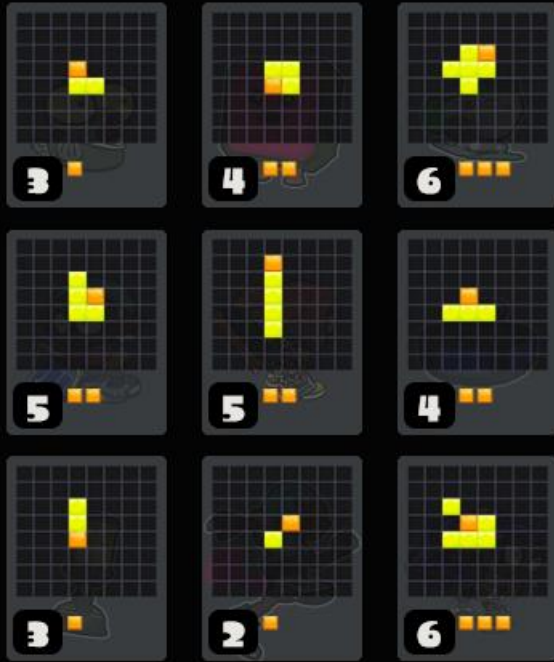
characteristics of a Good Deck

remember the acronym **S**OU**P** **C**UP (look I tried my best ok)

- Smalls - prevent unplayable hands, whilst helping build special using combos against walls and existing cards
- Openers - establish a good starting point to easily claim dominance of the map in later turns and limit your opponent's reach into your area
- roUte establishers - establish good routes to other areas of the board
- Pokers - allow you to poke out of being nearly blocked in through small gaps in enemy ink, or to extend reach to uninked turf when your controlled area is heavily inked
- Combos - accumulate special easily using common shapes that will occur on the board
- space occUpier - take up a good amount of space in ways that will be awkward for your opponent to play around
- sPecials - has efficient special attacks, such as cards with 3 special cost and 12 ink but no special block ("3-12s"), or 4 cost cards that can easily recover their own special point back

what the hecc is a Small

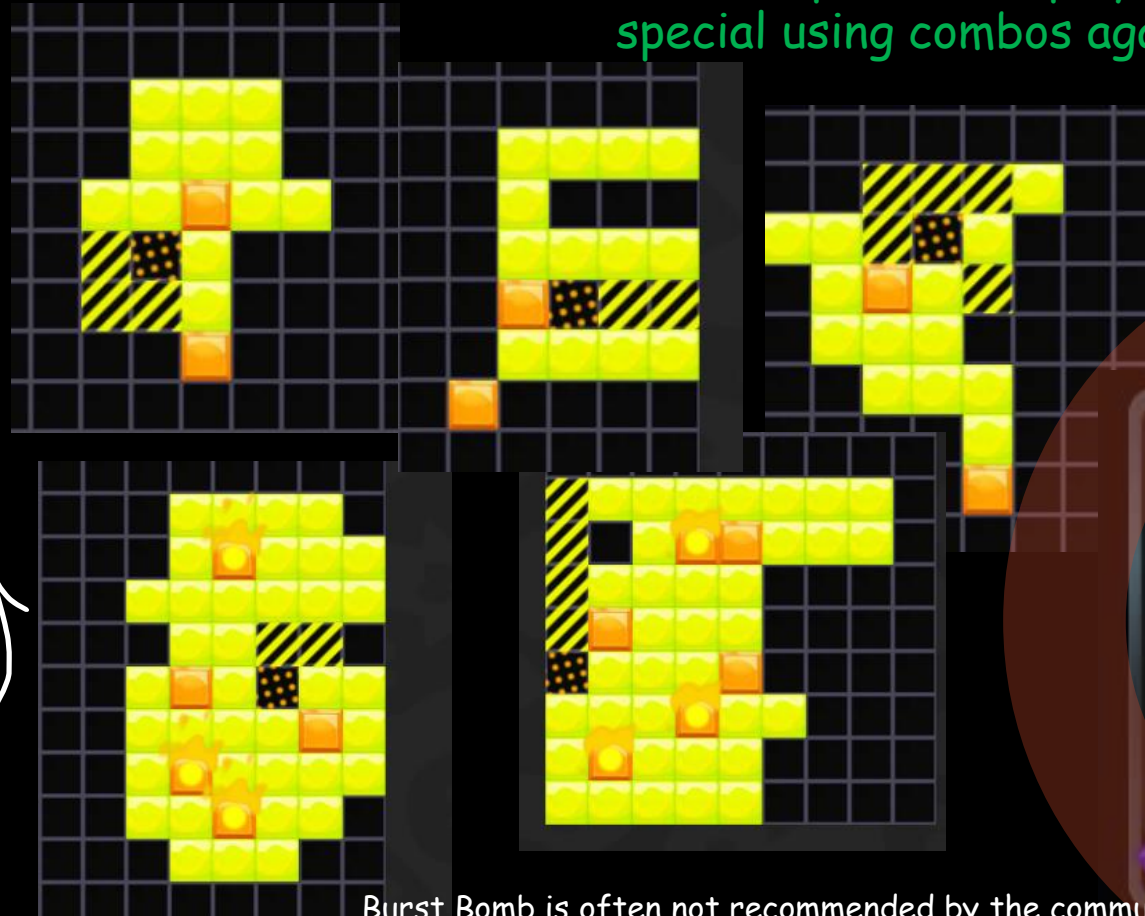
examples



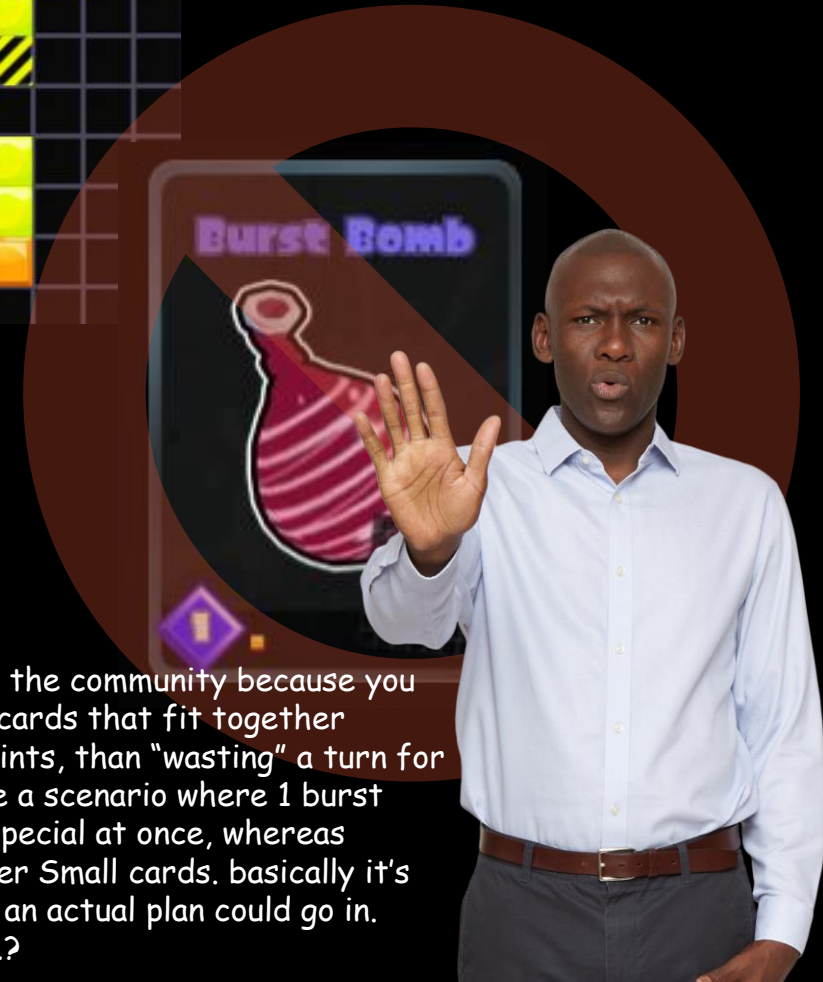
look! so tiny! (cards with a simple shape up to 6 in size)

depending on the deck you might have up to three of these, more than 3 will probably make it too easy for you to have really bad hands at the wrong time e.g. when you want to block off an invading opponent but all you have is an Octopod and a dream

Smalls - prevent unplayable hands, whilst helping build special using combos against walls and existing cards

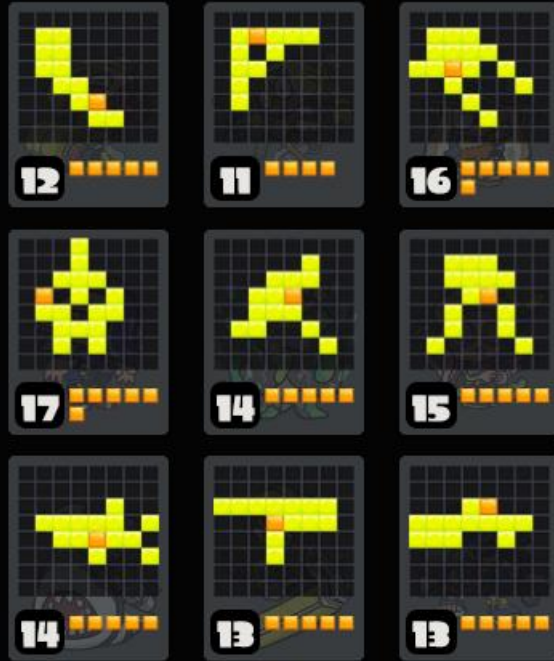


Burst Bomb is often not recommended by the community because you can usually get more value by just having cards that fit together better to activate each others' special points, than "wasting" a turn for only 1 turf gained. it's not common to have a scenario where 1 burst bomb would activate two or three other special at once, whereas combos like that could be set up with other Small cards. basically it's an emergency button that takes up space an actual plan could go in. maybe someone will make it work though...?



WHAT is an Opener

examples



these are not only Large but should also be Long in some way rather than being condensed in one area - you want that spread to REACH out as far as you can on the first and second turns, even better if you can block as well at the same time

reached out very far horizontally into the main corridor and got a special piece a fair distance up there too, in the next move you can now reach further vertically to establish dominance

in one move you have blocked off most of the way into your "base" area - opponent now has to go down a 2 wide gap so you've reserved good space for future combos - don't forget to block off the rest of that gap later on though!

Openers - establish a good starting point to easily claim dominance of the map in later turns and limit your opponent's reach into your area

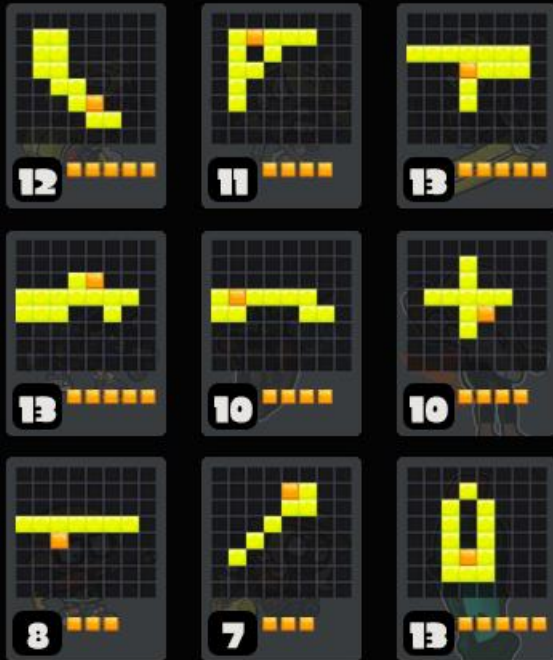
good to have cards that can function as an opener as well as come in useful later on - "backup openers" if you will

whilst you've lost 1 special piece here, you've gained reach towards both sides of the middle wall, so you can react accordingly to your opponent's next move to hopefully block them off from a chunk of the map in turn 2

you blocked off an entire section of the map and have the most possible options for turn 2 as well as giving yourself a safety net if you get blocked off from anywhere else later!

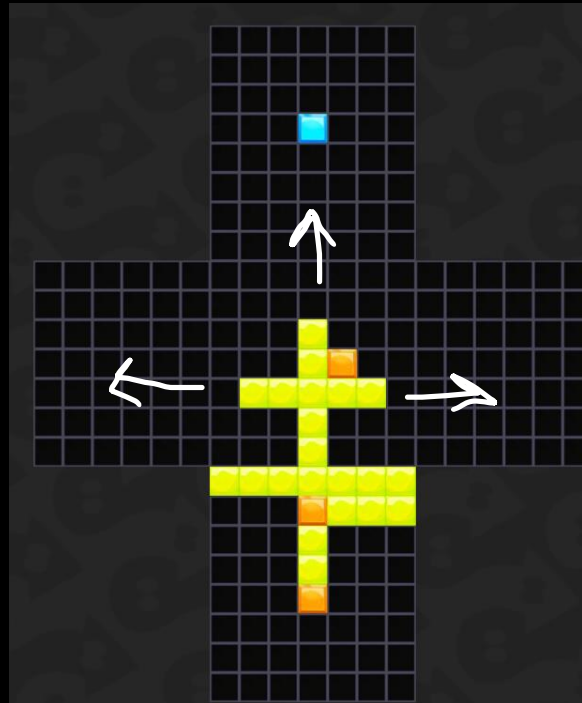
roUte establishers ????????????

examples

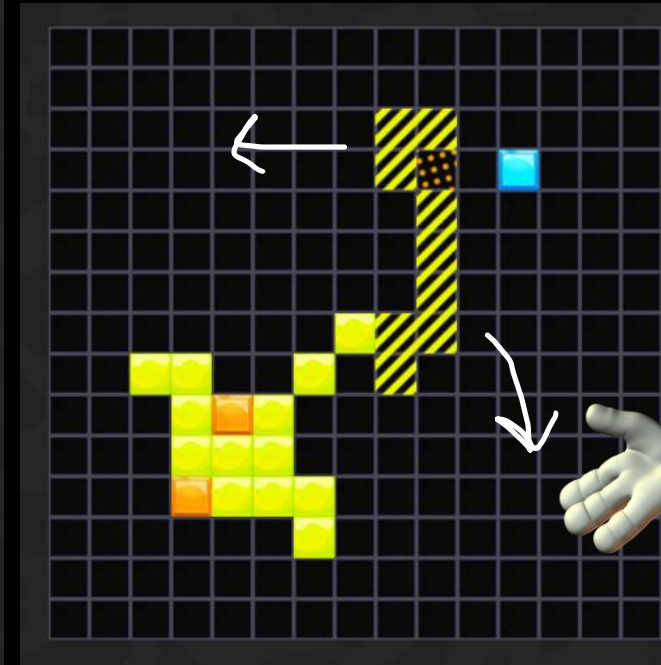


there's a sizable overlap with openers here, but there's also more emphasis on winning clashes or ensuring that there'll still be a path to the other side remaining even after you lose a clash. you want to give yourself options such that if one gets blocked off you can just play off of another

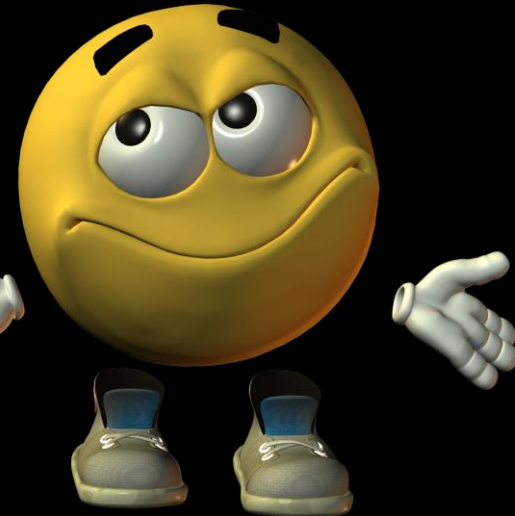
roUte establishers - establish good routes to other areas of the board



whilst there's definitely more dominant cards you could play turn 2, this does mean you will probably win a clash if the opponent plays for the middle and you will get access to both sides, or if they play to block one wing at least you will still have good access to the other side, possibly their base area if they didn't block it fully, and have a well positioned special block.

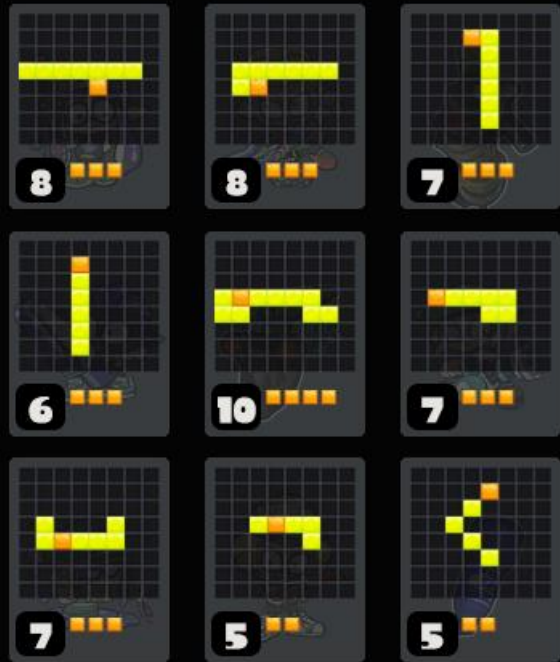


10 size gives more chance to win clash, and if not the opponent card isn't likely going to be able to delete enough of your card that your reach is affected. with this in the way it's harder for the opponent to form a pocket that you can't penetrate.



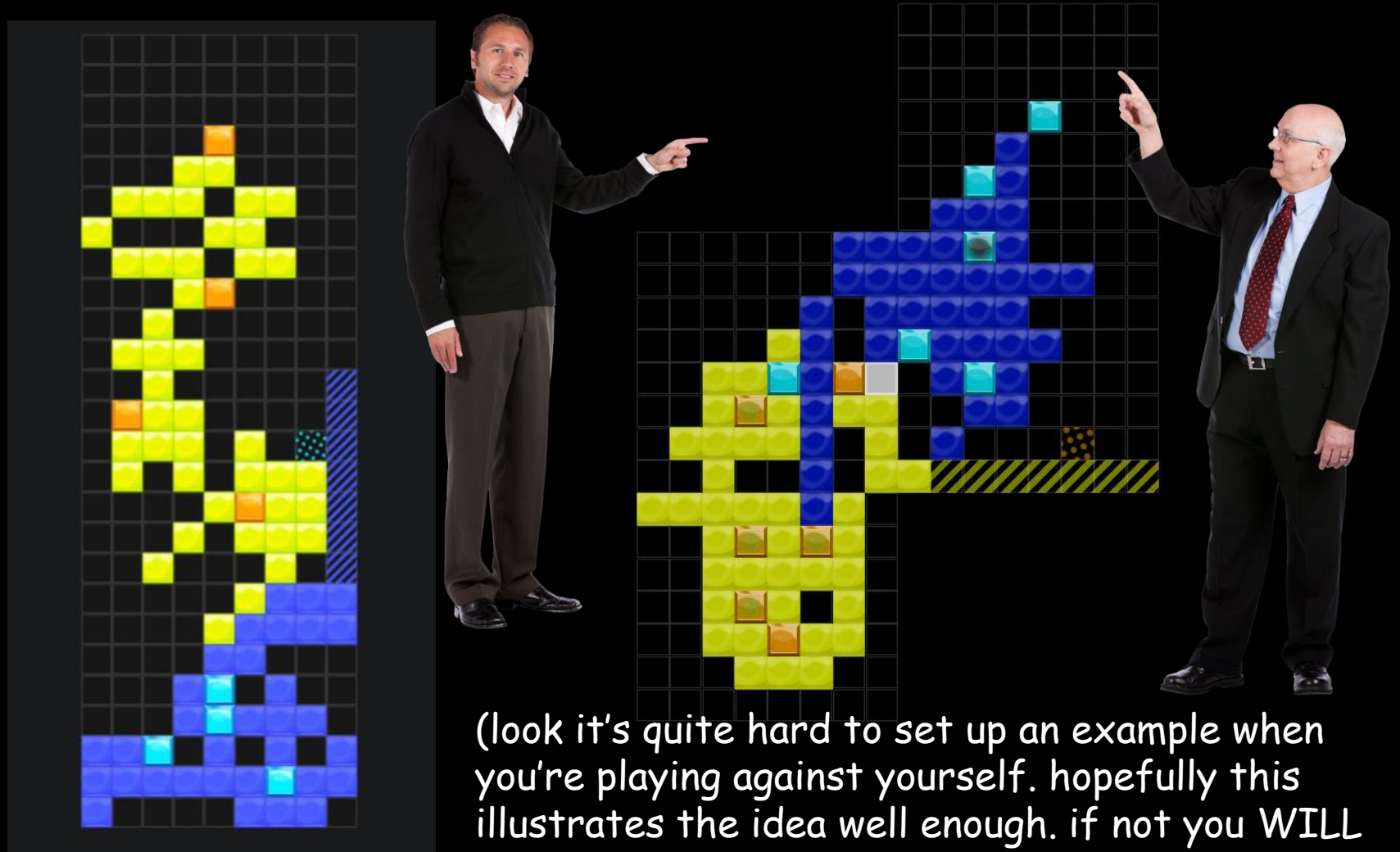
time for Pokers

examples



you want long thin cards that will help improve the chances that there won't be an entire section of the map that you just won't be able to use at all. so basically 1 wide cards, or 2 wide cards that have a 1 wide section will do nicely. in some cases you can poke through *diagonally* - Angle Shooter often has the best shot at this - but usually you need a Stick

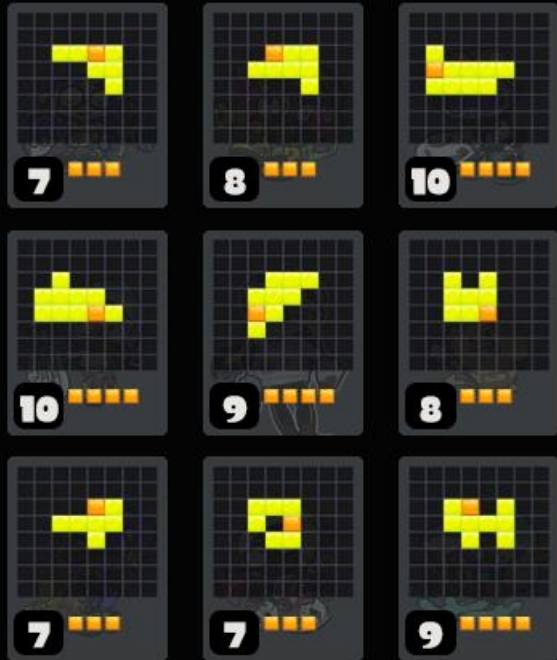
Pokers - allow you to poke out of being nearly blocked in through small gaps in enemy ink, or to extend reach to uninked turf when your controlled area is heavily inked



(look it's quite hard to set up an example when you're playing against yourself. hopefully this illustrates the idea well enough. if not you WILL know when it happens to you - ideally BEFORE you get blocked out of an area though...!)

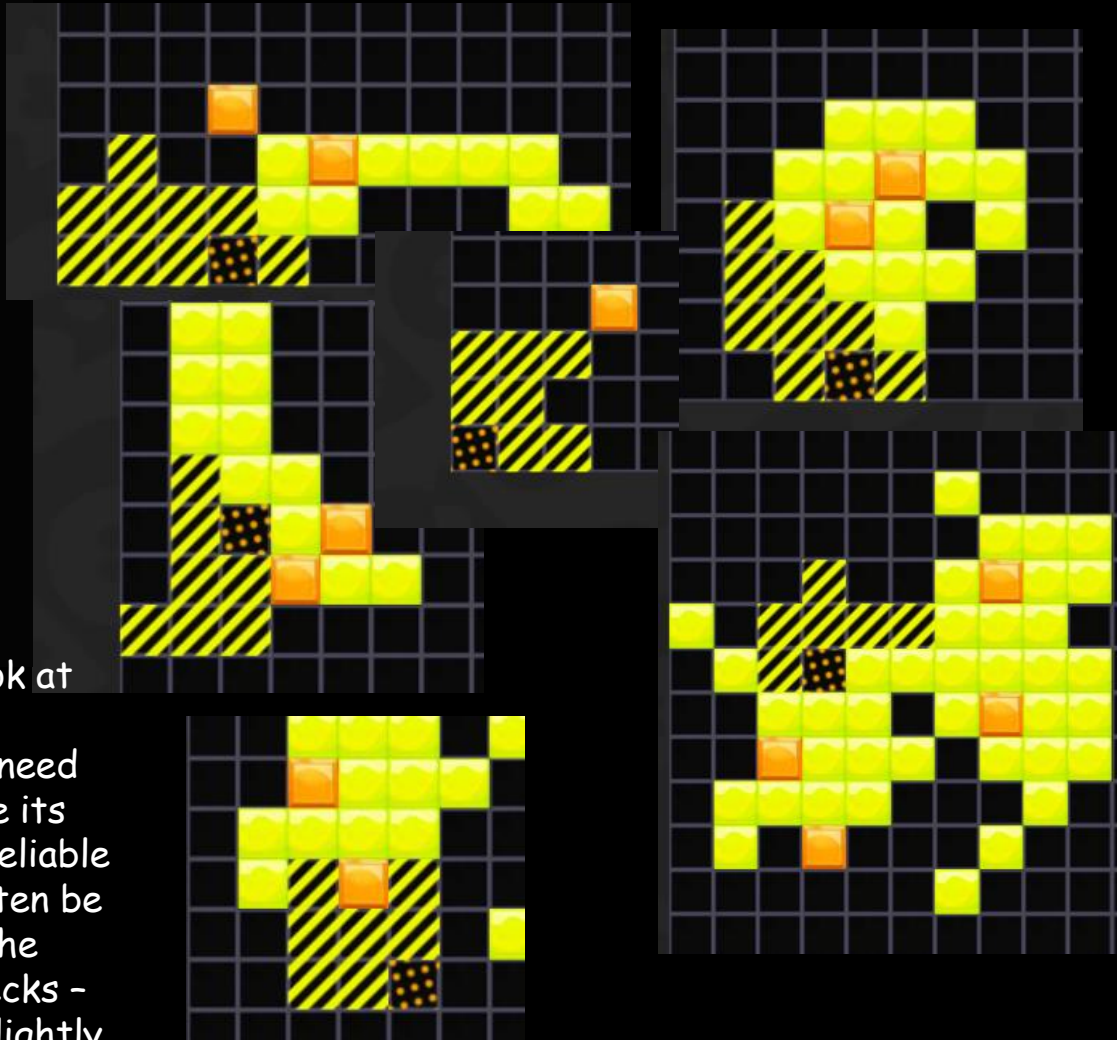
let's cook some Combos

examples



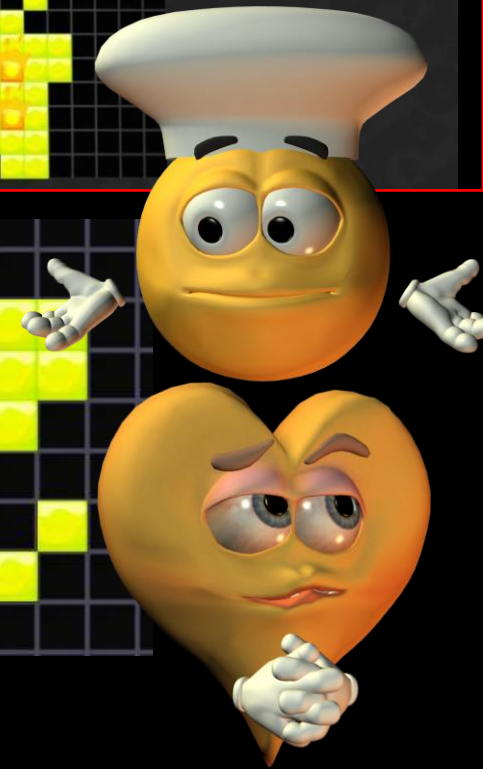
it's like the Smalls but Bigger - look at how a lot of these could be placed against a wall and then would only need another card next to it to activate its special point. they may not be as reliable as the Small cards but will still often be able to slot into gaps because of the blocky nature commonly seen in decks - even sometimes letting you poke slightly into another area in some cases!

Combos - accumulate special easily using common shapes that will occur on the board



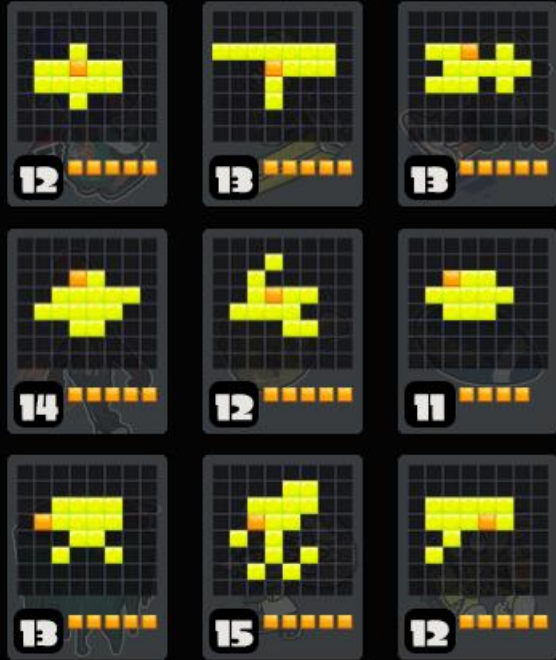
no not this sorta thing it is cool though but will a real match really let you do all of that

Octotrooper	✓
SquidForce	✓
Marie	✓
Twintacle	✓
Octotrooper	✓
Captain	✓

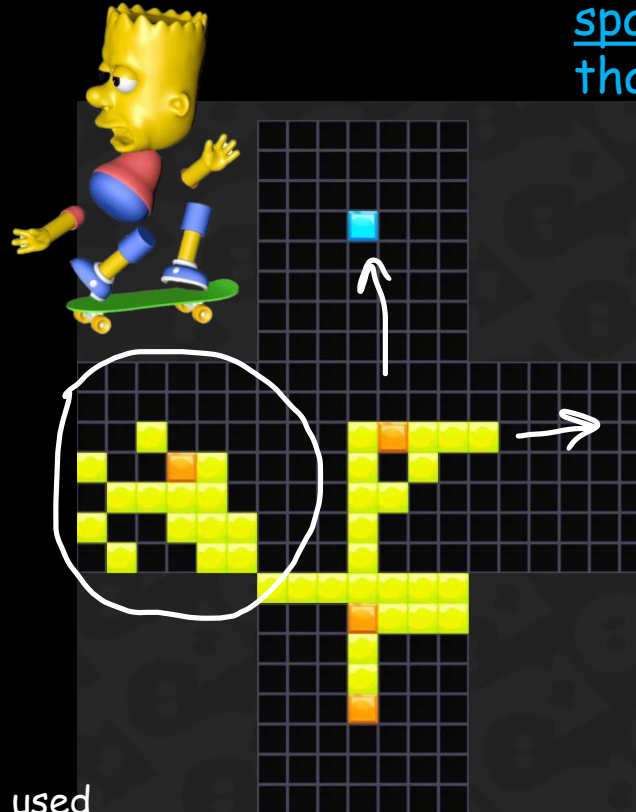


space occUpier? don't they all occupy space

examples



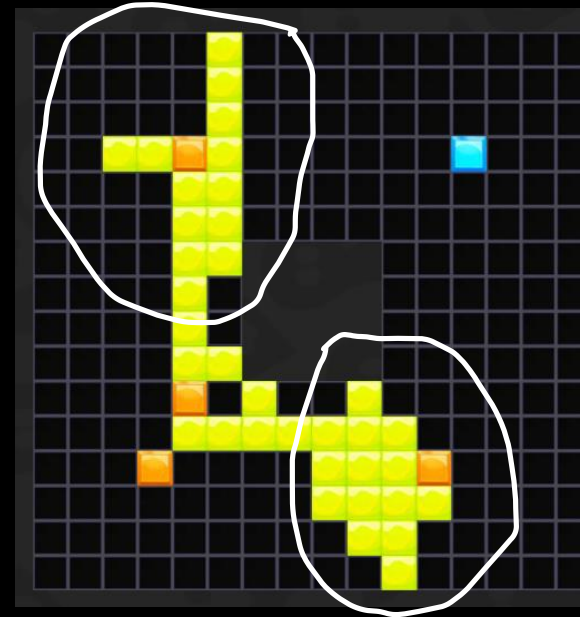
these are the larger **blockier** cards used to fill up areas, for example one of the wings on x marks the garden, so your opponent can't then stick their own cards in there. the key is to then have Combo cards that fit nicely around them so you yourself can still use the space effectively! they can be used in conjunction with another card to block off an area entirely.



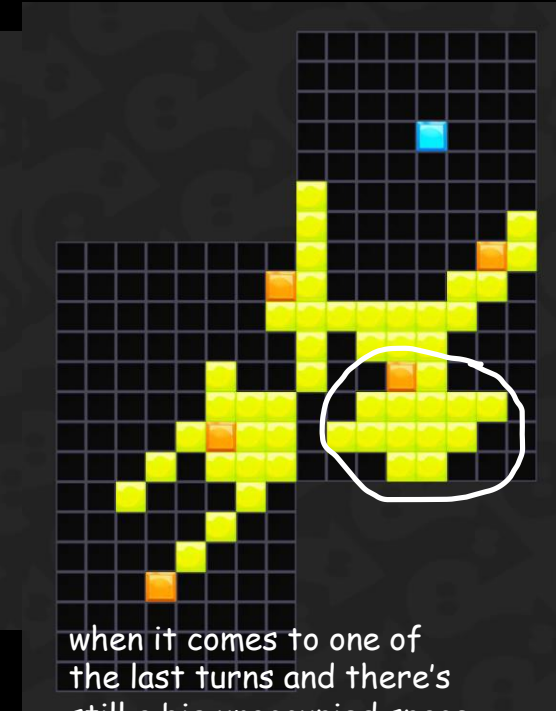
look that's most of that area taken up just by one card!

this sort of move is best played once you've established routes to the other areas so you don't get blocked off from the other corners whilst you're occupying one of them

space occUpier - take up a good amount of space in ways that will be awkward for your opponent to play around



get YOINKED, even in the case of a clash, it'll still be awkward for the opponent to get around these cards because it's likely they'll be trying to reach in with a longer thinner card OR they'll be trying to block with an equally thick card and the wall could work in your favour



when it comes to one of the last turns and there's still a big unoccupied space, slammin one of these bad boys in there is an easy way to make up some turf



AWOOGA AWOOGA sPecials

examples



pretty self explanatory - cards that are good value to play at the last two turns to turn the tides or further cement your victory! 3-12s and 4-11s are the best - the former because you're not gonna get better cost for ink value, and the latter because they can function well in the other categories and still come in clutch in a pinch at a reasonable cost

sPecials - has efficient special attacks, such as cards with 3 special cost and 12 ink but no special block ("3-12s"), or 4 cost cards that can easily recover their own special point back

I actually don't know what to put here. all you have to do is press the special attack button and move the card around until you get a good value out of it

*if your deck only has 1 3-12, it's usually advisable to save it to the last turn to avoid it getting covered back up by your opponent

*if you're playing a 4-11 turn 11, try to position it such that its special point gets surrounded unless you already have enough special to make a second special attack in the last turn

LET'S ANALYSE A DECK!!!!!!!!!!!!!!!!!!!!!!

deck stolen from top player Showers

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*cards that multiclass are really good to have!

*even though I didn't put some of the cards in the Opener category, they can still be used as emergency openers if you have a bad hand!

LET'S ANALYSE A DECK!!!!!!!!!!!!!!!!!!!!!!

deck stolen from top player Showers

Primary Loadout **Total 136**

 3	 3	 5
 7	 8	 8
 9	 10	 10
 10	 11	 12
 13	 13	 14

