

Design by Jonathan Ying
2 - 4 Players | 45 - 60 Minutes | Age 14+

NICKELODEON'S SPLAT ATTACK!

BY Jonathan Ying

GAME COMPONENTS

4 SpongeBob SquarePants Figures

- SpongeBob SquarePants
- Sandy Cheeks
- Patrick Star
- Squidward Tentacles

4 Rugrats Figures

- Tommy Pickles
- Chuckie Finster
- Angelica Pickles
- Susie Carmichael

4 Hey Arnold! Figures

- Arnold Shortman
- Gerald Johanssen
- Helga Pataki
- Phoebe Heyerdahl

4 Invader Zim Figures

- Zim
- Gir
- Dib Membrane
- Gaz Membrane

4 Floor Tiles

16 Character Boards

16 Character Cards

40 Food Cards (10 per team)

10 Super Cool Point Tokens

28 Cool Point Tokens

- 4 Red Team Cool Point Tokens
- 4 Green Team Cool Point Tokens
- 4 Blue Team Cool Point Tokens
- 4 Yellow Team Cool Point Tokens
- 12 Generic Cool Point Tokens (0 – 2 Points)

120 Danger Tokens

12 Food Splat Tokens (5-Block)

15 Food Splat Tokens (4-Block)

18 Food Splat Tokens (3-Block)

3 Lunch Bags

- 3-Block Bag
- 4-Block Bag
- 5-Block Bag

8 Custom Dice

16 Plastic Base Clips

- 4 Red Base Clips
- 4 Green Base Clips
- 4 Blue Base Clips
- 4 Yellow Base Clips

GAME OVERVIEW!

Nickelodeon's Splat Attack! is a fast and frantic combat game for 2 – 4 players. At the start of the game, each player will select a team of 4 characters to play. While we suggest playing with teams made up with characters all from the same show, it is possible for you to mix and match!

After everyone has selected a team, each player will get a set of Cool Point tokens matching their team's colors; additional Cool Points will also be placed onto the game board. Players will then draw Food cards for their teams to use. By selecting Food cards and rolling dice, players will splat their opponents with different sized Food Splat tokens! Fill a character's grid up, and they're out of the game. After all the Super Cool Point tokens have been claimed, all teams reveal their Cool Points and add them up to see who the winner is!

SETTING UP THE GAME

1. Lay out the Floor tiles on the center of the table.

2. Take the Food Splat tokens and place them in the appropriately sized corresponding folding lunch bags (so, place all the 5-block tiles in the 5-block folding bag, and so on). Place the bags near the Floor tiles within easy reach of all the players.
3. Shuffle the 40 Food cards together and place them in a facedown stack near the Floor tiles. This is the Food deck.
4. Place 6 Super Cool Point tokens near the Floor tiles in a stack. **Note:** There are more than 6 Super Cool Point tokens available to you. We recommend 6 Cool Point tokens for a 4-player game. You may add or decrease this amount depending on how long you would like the experience to be.
5. Each player chooses which team they wish to play, then takes the 4 Character figures from that team, along with their corresponding Character boards and Character cards. They also select a color to assign to their team and take the matching figure base rings.
6. Give each player 4 Cool Point tokens matching their team's color, (1 each of the following: 0-point, 1-point, 2-point, and 3-point.) Shuffle the facedown generic Cool Point tokens, then randomly seed them on the Floor tiles as indicated.
7. Each player secretly assigns one of their team's Cool Point tokens facedown to each of their characters, placing them near the Character's board as shown.
8. The player who most recently washed their hands will be the first player. Starting with the first player, each player chooses a starting zone on the Floor tile and places all their team's figures into that zone so that each figure occupies one space.
9. Starting with the first player, each player draws 3 Food cards from the top of the Food deck.

OBJECT OF THE GAME

The team with the most Cool Points at the end of the game wins. Your Characters can gain Cool Points by throwing Food at each other!

PLAYING THE GAME

Players alternate taking turns, beginning with the first player, and continuing around the table clockwise. Play proceeds until the last Super Cool Point token is claimed, which ends the game.

PLAYER TURN

During your turn, you can perform two Character Activations. You can choose to activate any Character who is Ready (i.e. with its Character card face-up). Once activated, that Character can perform up to two actions. After the activation is resolved, flip that Character card facedown to show that they have been activated.

If, when you would choose to activate a Character, all of your Character cards are facedown, immediately flip all your Character cards face-up, to their Ready side. Then, choose the Character to activate (this can, in some cases, allow the same Character to activate twice in a single turn).

CHARACTER ACTIVATION

During their activation, Characters can perform up to 2 actions, chosen from the following list:

1. **MOVE:** Move the Character figure a number of spaces up to their speed value.
2. **THROW:** The Character throws food at a rival Character figure.
3. **GATHER:** Draw 2 Food cards and the Character picks up any Cool Point tokens in their space.

Actions can be taken in any order, and you can choose the same action twice.

1. **MOVE:** Use this action to move around the Floor tiles.

When you use the Move action, you may take the moving Character's figure and move it a number of spaces up to their speed value. When performing a Move action, your first space of movement can be diagonal, but after that all spaces must be orthogonal.

A figure can move through a space containing another figure, but it cannot end its movement in that space.

Some abilities will allow you to move figures that are not your own or allow a character to move when it is not their activation. If an ability allows a character to move, you must follow all the normal movement rules.

2. **THROW:**

Use this action to throw food at other characters and take their Cool Points!

When you perform a throw, choose a target. The target can be any character from another team that is within a number of spaces from the throwing character equal to the throwing character's Range value. Then, play one Food card from your hand.

Roll a number of dice equal to your character's Aim value, plus a number of additional dice equal to the Splat rating on the top-right corner of the Food card. After rolling dice to resolve a Throw, the throwing character's player can choose to place a Danger token from the supply onto an empty space of the throwing character's grid to turn a "Danger" result into a "Hit" result, or to activate a Food card's special effect.

If the throwing character does not roll any Hit results, then the Throw action is considered to be a Miss and the targeted player does not need to place any Food Splat tokens on his grid.

If the number of Hit results is equal to the Splat rating on the Food card, then the throw is considered a Direct hit. Certain Food cards have effects that are triggered on Direct hits.

After resolving an attack, the Food card is discarded. Place discarded Food cards face-up in a discard pile near the Food deck.

Being Hit By Food: If there is at least one Hit result, the player controlling the targeted character must pull a Food Splat token from the lunch bag matching that food's Splat rating, and place that token in a position of their choice on the targeted character's grid.

When pulling out a Food Splat token, the target player must quickly take the first Food Splat token that they can grab in the bag (they cannot feel around in the bag seeking a particular Food Splat token).

The targeted character's player **MUST** place the Food Splat token on their grid so that the Food Splat token covers one square on their space for each Hit result. Excess spaces (in case the number of Hits is lower than the number of spaces on the tile) may be placed off the edge of the grid.

Food Splat tokens cannot be placed in such a way that they would overlap other Food Splat tokens.

If the Food Splat token would cover up a space containing a Danger token, the player who controls the throwing character collects that token and flips it so that the 1 point value is showing. These tokens are kept together and count towards the player's score at the end of the game.

Taking Cool Points: If the throwing character rolled at least 1 Hit result and the targeted character was *not* SPLAT (see below), then the throwing character gains 1 random facedown Cool Point token from the targeted character and places it near their Character board. To clarify, this token's value may not be checked by either character.

If the throwing character scored a Direct hit and the targeted character has a Super Cool Point token, the throwing character can choose to take 1 Super Cool Point token instead.

You may immediately check the value of Cool Point tokens when you receive them, either by performing a Gather action or by taking them from another character. However, you cannot check their value again until scoring at the end of the game.

Being SPLAT: If there are not enough contiguous spaces on the grid to properly place the Food Splat token (remember: you must place a number of spaces of the Food Splat token on your grid equal to the number of Hits rolled), or if the Food Splat token would completely fill the character's grid, that character is SPLAT. Remove that character's figure from the board and return all Food Splat tokens on that character's grid to the appropriate lunch bags.

The throwing character claims 1 Super Cool Point token from the stack of available Super Cool Point tokens and that character's player collects all remaining Danger tokens on the SPLAT character's grid.

The SPLAT character's grid is then flipped facedown and any Cool Points that were held by that character are placed facedown in the space that character's figure last occupied.

3. GATHER:

Use this action to gain more Food cards and pick up Cool Points that are on the board. When you use the Gather action, you draw 2 Food cards from the top of the Food deck, one at a time. If there are not enough Food cards in the Food deck, shuffle the discard pile and place it facedown to create a new Food deck and draw cards as normal. Then, the gathering character gains any Cool Point tokens in their current space, placing those tokens facedown near their character board.

END OF THE TURN

Your turn ends once you have finished activating two of your characters. At this point, if you have more than 5 Food cards in your hand, you must discard Food cards until you have only 5. Discarded Food cards are placed in a face-up discard pile near the Food deck.

Then, play proceeds clockwise to the next player.

END OF THE GAME

The game ends immediately when the last Super Cool Point token has been claimed, or if all the characters on a single team have been SPLAT. As soon as any of these events occur, the game is over and players proceed to final scoring.

FINAL SCORING

Each player flips all their Cool Point and Super Cool Point tokens on their characters face-up, adding up their value. Each player then gains 1 additional Cool Point for each Danger token they have collected (Danger tokens that are still on character grids are not counted). The player with the most total Cool Points wins. In the case of a tie, the tied player with the fewest Food Splat tokens on their character grids wins. If the tied players have an equal number of Food Splat token on their grids, they win together.

KEY TERMS AND MECHANICS

TYPES OF FOOD

Basic: Basic food has no special effects.

Fast: After you throw a Fast food, you can place 1 Danger token on the throwing character's grid to allow that character to perform one immediate action, which can be another Throw, or a Move or Gather action.

Sticky: After you throw a Sticky food, place a Danger token on up to 2 empty spaces of your choice on the target's grid.

Handy: When you score a Direct hit with a Handy food, you choose (instead of the targeted character's player) where to place the Food Splat token. You can place it anywhere on the target's grid, so long as at least 1 square is covered by the Food Splat token (i.e. in this case, it's not required that the Food Splat tokens covers a number of spaces on the target grid exactly equal to the number of Hit results scored). You cannot place the token so that it overlaps other Food Splat tokens.

Heavy: When you hit a target with a Heavy food, you can place 1 Danger token on the throwing character's grid to force the target to discard 1 Food card from their hand.

Slippery: After you throw a Slippery food, you can force the target to move 1 space in a direction of your choice. You cannot move a target into a space that is already occupied by another figure. You can move the target even if the throw misses.

Messy: After you throw a Messy food, you can take 1 Danger token to choose an additional rival figure within 1 space of the target to be also targeted by that food. The chosen figure can be outside of your range, as long as it is within 1 space of the original target. You cannot target a friendly figure. After you roll your dice and resolve any Danger icons, both of the targeted characters must pull Food Splat tokens from the appropriate colored bag and both must place them on their grids following normal rules. In addition, you gain Super Cool Point tokens, Cool Point tokens, and Danger tokens as normal for both targets.

Special: Special Food cards come with unique effects that function as described on the card.

CLARIFICATIONS

Friendly/Rival Figures: Certain rules or abilities will mention friendly figures. A friendly figure is any figure that is on your team. A rival figure is any figure that is not on your team.

CREDITS

Game Designer: Jonathan Ying

Graphic Designer: Samantha Barlin, Marconi Torres, and Andy Jewett

Art Direction: Spencer Reeve

Interior Artwork: Troy Little and David Garcia Cruz

Sculptor: LIYA International and Ninja Division

Editing: Andrea Anduin, Julia Anduin, Jerry Bennington, and Spencer Reeve

Product Development: Jerry Bennington and Spencer Reeve

Product Management: Shauna Monteforte

Special Thanks To: Ted Adams, Greg Goldstein, Robbie Robbins, and Ross Thompson

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