

Inkwell

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Illuminate Your Masterpiece

Under the watchful eye of the abbot we have toiled over page upon page of beautiful works for our clients. Bestiaries, holy texts, tracts of poetic song, each decorated with ink and gold worthy of the most perfect divinities. Yet our masterpieces must be completed with the few supplies we have, and all within the timeline of our sponsors—and the abbot, they say, sees almost as much as God.

Overview

Inkwell is a token drafting game in which each player takes supplies from a central mat to complete parts of their illustrated page, completing your illustrations and using certain colors earn you points. Each player can score their page and move onto a new one at their discretion. Using supplies will advance the abbot, forcing players to move onto new pages if they take too long. After scoring three pages, a player's work is done, thereby speeding up the abbot and ending the game sooner.

Components

1. 18x large page cards
2. 5x large workspace cards
3. 32x small technique cards
4. 150x common cubes (30 per ink color)
5. 20x metal gold cubes
6. an abbot token
7. a game mat
8. a cloth bag
9. a large solo play card
10. a solo play die



Set-Up

1. Place the game mat in the center of the play area. If playing solo, use the solo play card alongside these instructions.
2. Place all common cubes (black, red, yellow, green, blue) in the bag.
3. Set all the gold cubes in a pile beside the mat as a supply.
4. Shuffle the Technique cards and place them face-down beside the mat.
5. Deal each player a random Page I (marked in the top left corner). Shuffle and draw Page II's and III's equal to the number of players, setting them aside in piles that can be viewed at any time. Return the remaining pages to the box.
6. Deal each player a Workspace card. Note that the 'B' side is more challenging to play. Place a common cube of each player's Workspace color beside the scoring area.

7. Place the Abbot token on the first space of the Abbot track (marked 'A').
8. Fill the game mat. Start with the large inkwell shapes. Place a gold cube in each star, three random common cubes (from the bag) in each circle, and two common cubes (from the bag) in each diamond. Only fill the inkwells marked with faces if there are at least that many players (3 - 5). Then place a Technique card face-up in each space connected to a diamond space that contains cubes.



9. Select a first player. Give the second player a random cube from the bag; the third player, two cubes, and so on. Each player places their cubes on matching spaces on their Page now.



Personal set-up for the fourth player (including three random cubes from the bag).

Overview

Inkwell is played over a series of turns in which you will take supplies from the mat to work on your Page to score points. You will also decide, or be forced, to ‘turn’ your Page, score your completed work and gain a new Page. You will also gain Techniques—abilities that give you bonus cubes and other advantages.

On Your Turn

On your turn, you either **take supplies** or you **turn your page**.

Take means to select an inkwell (star, circle, or diamond) on the mat and claim all the components from there. If you take from a diamond, you also gain the connected Technique card.

You must immediately place the cubes you take on matching spaces on your page. If you gain a Technique, place it on your Workspace. You must be able to fit **all** the taken supplies on your Page/Workspace.

Turning means scoring your page (sometimes before it is complete) and getting a new one, which ends your turn.

Example

*Julia doesn't want to turn and score an incomplete page, so she decides to **take**. She has two Technique cards, and has no space for more, so she cannot take from a diamond. She could always take a gold from a star, but she will make more progress on her 8-point illustration if she takes the two green cubes and one red cube from the circle inkwell.*



Placing & Points

Cubes must be placed on matching spaces on your Page. Spaces with a '?' take any color cube, and gold cubes can be placed on any space. Placed cubes cannot be moved.

You will score by filling every space touching an illustration. When you **turn**, you gain the points in the yellow circles touching your completed illustrations. Partial completion provides zero points.

Each page also has a multiplier space. If the space is filled, all your cubes of that color (including itself and cubes on incomplete illustrations) will score additional points. If unfilled, the multiplier counts for nothing.

Your Workspace card also automatically earns points when you turn, either by counting cubes of a certain color (A side) or via a unique power (B side).

Gold cubes count as every color. They can be placed anywhere, and they count for every scoring multiplier.

Page Anatomy

This space requires a black or gold cube to score 1 point for every cube of that type, including the one placed.



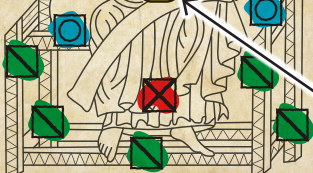
This space requires a gold cube.



This space can hold any cube of your choice, but does not help complete any illustrations. It can score for multipliers.



This illustration is worth eleven points... if you fill all thirteen spaces!



Lindisfarne Gospels - St. John & Eagle

Cubes and spaces are marked for visual clarity. These markings have no gameplay effect.

Turning

Turn means to score your Page, gaining points for finished illustrations, for the page multiplier, and for the scoring power on your Workspace card.

After you score, flip the Page face-down. Return all your cubes to the bag / gold supply. Then, look at the available Page II's and choose one. After Page II, you will select a Page III. If you turned the page without being forced to, take a gold cube from the supply and place it on your new Page immediately.

Finally, move your Technique cards below your Workspace. They are still in play, but your Workspace is cleared for two new Techniques with each new page.



Have any questions
about how to play?
Check out this Inkwell
FAQ, and discover
our other games and
projects at dvc.games



Refilling

If all the spaces of one inkwell shape type (star, circle, or diamond) are ever empty, the next player **refills** the board, following these steps in order:

1. Advance the Abbot token a space (hopping over any arrows).
2. Place a random common cube from the bag in every inkwell that still contains at least one cube, or is connected to a Technique card.
3. Refill empty inkwells and Technique spaces according to step 8 of the set-up rules.

Techniques

Techniques are abilities that change gameplay in powerful ways. They are immediately available to use starting on the turn they are gained. Some are of limited use and should be turned face-down when they are used. Most have ongoing effects. See our FAQ (QR code) for more info.

The Abbot

If the Abbot passes over an arrow, any player who has not turned the shown Page (I, II, or III) is **forced to turn their page** as their next turn. This means refilling the mat and advancing the Abbot can rush the game for the other players. Players who are forced to turn don't take a bonus gold cube.

End Game

When a player turns their Page III, the end game has begun. After a player finishes, when they would take a turn, they instead score three points and advance the Abbot one space (if possible). This continues until all players' Pages have turned, either by choice or after the Abbot crosses the third arrow.

The player with the highest score wins, with ties broken in favor of the tied player who turned their Page III first. If a score exceeds 50 points, use another cube of that player color to mark the '50' or '100' spaces.