



# SCREEN GUIDE



**1** **Timer** : Duration of the match that can be selected in the **OPTIONS** settings (Local VS mode), or gets randomly selected by the CPU (Network PvP mode)

**2** **Player ID** : A personal username created by the player

**3** **Score Bar + Character Type Icon** : Each character in Ink Wars have their own unique playing style, each with their own strengths and weaknesses: **SPEED** Type, **POWER** Type and **HERO** Type are some examples of this. Next to the character type icon lies your character's score bar.

**4** **Character Avatar / Super Meter**: The Avatar of the character you are using. The color filling behind your character's avatar is your super meter. When it fills up to its max, you will gain access to a super bubble.

**5** **Battle Enhancer Button**: The battle Enhancer you've equipped appears beneath your character's avatar. It has 3 different states (Dormant, Activated & Used).

**6** **Combo Message**: A combo message appears when you've successfully achieved a chain combo on your opponent. It shows what type of combo you've performed and how many of their bubbles you've popped!

**7** **HomeBase**: The circular area that your character lives in. The glowing icon indicates if they're ready to shoot or not. When its fully charged, then you're ready to shoot!

**8** **BattleGrid**: The grid holds your bubbles inside 3 (C-shaped) circular looking rings (Outer, Middle, Inner). Win the game by popping all your enemy's bubbles before they pop yours.

**9** **Super Bubble**: The current type of Super Bubble you have access to (3 types in total), tap on it to equip it into your **Switcher**.

**10** **Stun Counter**: when 3 or more bubbles is popped by a single shot, it's a combo and it will stun the opponent. The counter appears on top of the stunned character, counting down the seconds until he / she is able to move again.

**11** **Bridge**: The core area of your BattleGrid, the bridge is what connects your three C-shaped rings together. The glowing nodes in the middle indicate how many of the rings are currently connected.

**12** **Dynamic Action Message**: throughout your battle you will execute different techniques and encounter different situations. The **Dynamic Action Message** shows what is happening.

**13** **Switcher**: You always have two choices of bubbles you can shoot with. Use the Switcher to switch between them. The larger bubble is the one you'll be using.