



In *Tattoo Brawl*, players compete to prove who is the best tattoo artist in the Tattoo Studio. Picking the right combination of ink and style, from 7 different colors and 5 tattoo styles, players rush to obtain the best score making the most difficult and unique tattoos – often sabotaging their rival tattoo artists.



CONTENT



4 Double layer Player boards



5 Character Cards



38 Ink Tokens (seven colors)



16 Client Cards



20 Tattoo Cards



44 Coins



4 Action Tokens



4 Clock Tokens



8 Artist Cards (english and spanish)

OBJECT OF THE GAME

As a tattoo artist, you want to make the best tattoos and prove that you're the best in the Tattoo studio. But for that, you'll have to show your skills when mixing ink, getting clients and making tattoos. The game ends when a player reaches the finished tattoo goal, and the player with the highest number of victory points wins!

SETUP

- Each player receives a board, four \$50 coins, an action token and a clock token.
- Players then choose their character card and place it on their board **A**, starting with the first player and continuing with the player on the right. The first player will be the one who has (that can prove) more tattoos or the best one drawing in case of a tie.
- Shuffle the client cards and place two cards face-up to the center. **B** The remaining deck is placed on a side with the faces up.
- Take from the box a certain amount of ink tokens for the game depending on the number of players and place them in the ink reserve **D** at the center of the playing area.

PLAYERS							
2	3	3	3	6	3	3	3
3	4	4	4	8	3	3	4
4	5	5	5	10	4	4	5

- Once the ink tokens available for the game have been selected, **give them** to the players in the following way:

- The first player receives
- The second player receives
- The third player receives
- The fourth player receives

- Shuffle the tattoo cards and give 3 face down to each player. Each player chooses one to place face down in your reserve **C** and pass the other two face down to the player on the right. Then take the two new cards that were given to you and place one face down and one face up in your reserve.
- Place the remaining tattoo card deck at the center of the playing area and set aside three cards face-up. **1**
- Lastly, the players receive one artist card.

Everything is ready!

The game is played in turns, in clockwise order.

Note. Those will be all the available tokens until the end the game.

COMPONENTS

PLAYER BOARD

Represents your tattoo station inside the tattoo studio.

TATS

There are 5 different styles of tattoos:



Each tattoo needs a certain amount of ink to be made, which is shown at the bottom of the card.

INK

There are 7 different colors of ink.

The primary colors, Blue, Yellow, and Red as well as the basic color Black (which is the basic color needed to make any tattoo) are the **only colors you can take from the ink reserve D**.

The secondary colors, Green, Purple and Orange, can only be obtained by mixing the primary colors this way:



ACTION TOKEN

It is used to count the actions during your turn. First you must move the marker and then perform the desired action.

MONEY

You can use it to buy ink from another player, get rid of tattoo cards or clients and to score points at the end of the game.

CLOCK

This helps count the necessary turns to make the tattoos, using the long clock hand. Once you have collected all the ink required, **in your next turn** you can start moving the clock hand.

Always! When you start your turn, you must advance your clock if you are making a tattoo. When you reach the number of turns required to finish the tattoo, then, **necessarily**, your first action must be to charge the work.

Note. Moving the hands of the clock **DOES NOT** count as an action.

CLIENTS

The front of the client cards shows the amount of money you will be paid for the service and the part of the body where the clients want their tattoo. On the back, the part of the body is shown again, but the style of tattoo they want is revealed.

In addition, the cost for rejecting a client is indicated, depending on the area:

From Waiting room



From Client's chair



COURSE OF THE GAME

On their turn, each player has up to 4 actions to perform. If you do not want to perform all actions, then say "Pass!" and end the turn.

ACTIONS

Performing any of these movements is equivalent to one action:

CLIENTS

Take a new one:

You can draw a client card from the center; from the two open cards or the deck. Then flip the card and you **must decide** if you want to place it on the **client's chair E** or in the **waiting room F** on your board. In each of these spaces, there can only be one client card.

Each time a client card is taken from the center (not from the deck), a new one must be opened so there must always be 2 client cards open and the client deck.

Waiting room:

You can also put a client who is in the client's chair to the waiting room, as long as you have not started to make a tattoo, that is, if there are **no tattoo cards** on the tattoo station. **G**

Note. You can't have more than one client in the waiting room.

Reject:

All clients can be rejected from the waiting room or from the client's chair, as long as there is no tattoo cards on the tattoo station. **C**

Rejecting a client has a cost depending on which area is rejected from. This amount is indicated on the back of each client card. When a customer is rejected, it is **returned to the bottom** of the client deck.

Stealing a client:

You can steal any player's client **only** from their **waiting room** either to place it in your client's chair or in your waiting room.

INK

Take ink:

Each ink token you take is considered an action, so you cannot take more than four tokens per turn (without counting special skills). Once you take an ink token, you should place it in your **ink store** on your board. **H**

You cannot have more than 5 primary / black colors or secondary colors in your ink store. Likewise, you **will not be able to have more than 10 ink tokens** on your board, between the tokens of your store and tokens in use.

Note. If a player violates this rule, the tattoo made with the lowest score, will be removed or \$300 will be collected from that player in case of not having completed any tattoo so far.

Mix ink:

To obtain the secondary colors you will have to mix two tokens of primary colors, so changing two tokens of primary colors for one of a secondary color, will be considered as an action.



Buy ink:

You can buy from another player any ink token from their store for \$ 50. If a player refuses to sell you ink, then that player must pay \$ 300 to the bank. Thus, if a player has less than \$300, that player cannot refuse to sell you ink.

TATTOOS

Draw a new one:

You can draw a tattoo card from the center; from the open cards or a closed one from the deck, as well as donated cards (see below). Immediately you must place it in your reserve. It is your decision if you want to place it open or closed. If you take a closed card from the deck you can see it before placing it in your reserve.

Note. There is no limit number of tattoo cards you can have in your reserve.

Recycle:

You can get rid of tattoo cards in your reserve by recycling them. This action has a cost of \$100. When you recycle a card you should place it at the bottom of the tattoo deck. A card can be recycled regardless of whether it is open or closed.

Donate:

Another way to get rid of tattoo cards is by donating them. This action has no cost. For this, you must place it face up in the donation zone 1 which is located next to the tattoo deck on the opposite side of the three opened card on the center. This zone can only contain a single card, so you can not donate a tattoo if there is a card in this zone. You can donate a tattoo card regardless of whether it is open or closed in your reserve, however the donated cards should always be placed open.

Look:

You can look at the closed cards in your reserve or spy on those of your opponents, but when doing this, you will not have to show the card to any other player, and you will have to put it back closed in the same place.

Exchange:

You can exchange the tattoo cards in your reserve for any other in the reserve of the other players, as long as both are open or both are closed.

START A TATTOO

To start making a tattoo you must take a tattoo card from your reserve to your tattoo station. You cannot take a tattoo to your tattoo station if there is not a client in the client's chair that requires that style of tattoo. Once a tattoo is placed in this zone, you will not be able to move it, unless the work is finished.

Note. You can take a closed tattoo card in your reserve directly to your workstation, but if it does not meet the style requested by the client, then that movement counts as a Look action and you must return the card to your reserve as closed.

When you have selected a tattoo for your client, then you can start placing the ink you have available in your store in the ink containers to make the tattoo.

Note. Take the ink tokens from your store to the ink containers does NOT count as an action. You can do this at any time but ONLY during your turn.

COLLECT WORK

When your clock has reached the number of turns required to complete the tattoo, then you will be ready to charge it.

For this, you must follow next steps:

1. Return to the center all the ink tokens in your containers.
2. Remove the tattoo card from your tattoo station and place it to the right of your board.
3. The client must now return to his home, so remove the client card from your board and discard it out of the game.
4. Collect from the bank the amount indicated on the tattoo card and on the client card.
5. In this step you can to collect additional money for your character's skills, if applies (see character cards below).
6. And finally return your clock to zero.

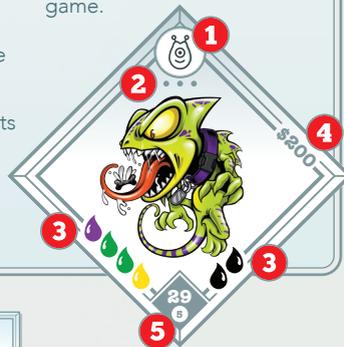
TATTOO CARDS DESCRIPTION

Each card has a tattoo design corresponding to one of the 5 styles in the game.

- 1 Style: This icon must be the same as the client's card.
- 2 Duration: The dots represent the number of turns you will need to make the tattoo.
- 3 Ink: Each drop represents an ink token of a certain color. To make the tattoo you need to have all the ink tokens indicated on the card.

4 Profit: Amount that you collect for the tattoo design.

5 Victory Points: The large number represents the points earned for finish the tattoo. While the small number are the points obtained by making the largest number of tattoos of the same style. These points are given at the end of the game.



END OF THE GAME

The game ends when any player finishes the amount of tattoos as shown on the table to the right depending on the amount of players. Then the other players, following the normal order of the game, will have one last turn to perform their four final actions.

After this, the game is over and the players calculate their points to know who is the best tattoo artist and the winner of the game.

JUGADORES

JUGADORES	✓
2	6
3	5
4	4

Points are obtained by:

Money: You get 1 point for every \$ 50.

Tattoos made: At the bottom, the tattoo cards have two numbers, one large, which represents the victory points obtained by having made that tattoo. And the small number, which you must add in case you have made the largest number of tattoos of the same style. In case of a tie, no player adds these points.

Note. You can get points by majority if you have been the only player to make a single tattoo of any style that no other player made.

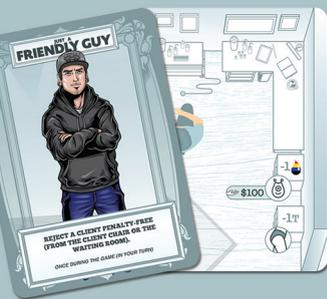
CHARACTERS

There are 5 characters, each with a special skill indicated at the front, which does not require an action to be used (except the "Ink Master"). The back side shows the secondary skills that will allow you to make the tattoo more easily, quickly, and get more income. These skills are described below:

Body part: If this icon matches the one on the client card when you start a tattoo, then you can finish the work in one turn less.

Style: Each character specializes in a different style, if this icon matches the one on the tattoo card when you start a tattoo, then you will need 1 or 2 less primary colors / black (depending the card) to complete the tattoo. Also you will charge an additional \$100 of the bank when you finish the tattoo.

Style rights: If another player makes a tattoo of the style in which you specialize, then you can charge \$100 from that player within the same turn in which he collected that tattoo. If this turn is over, then you will lost the opportunity of charge the additional \$100.



IMPORTANT: Each tattoo NOT made that has remained in your Reserve or in your tattoo station, will subtract points on the card (The larger point number, i.e. 29 points for the card shown in the tattoo cards description section on the previous page).

Points will not be deducted if you finish with clients in the client's chair or in the waiting room, or by ink tokens that you have in your store or in your containers.

Game tied

In case of a tie, the victory will be for the player who has less unfinished tattoos. If the tie persists then the winner will be the player who ends up with the most money.

EXAMPLE

PLAYER 1

- Finished 4 tattoos and one stayed at the tattoo station.
- Ended with \$1,400.
- The player obtained the majority of Japanese Tattoos.



Tattoo points: $37+19+29+13 = 98$

Money points: 28

Majority points: $3+3 = 6$

Points against: 13

TOTAL
119

PLAYER 2

- Finished 4 tattoos. Do not have any in the reserve neither in the tattoo station.
- Ended with \$1,400.
- The player obtained the majority of Old School Tattoos.



Tattoo points: $31+17+19+29 = 96$

Money points: 28

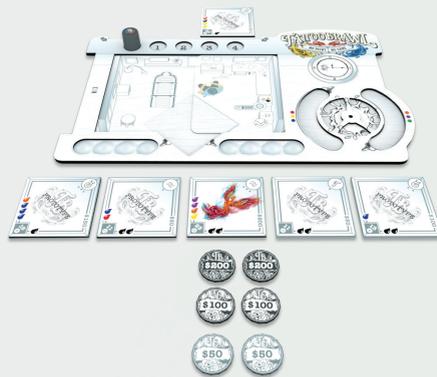
Majority points: $7+7 = 14$

Points against: 0

TOTAL
138

PLAYER 3

- Finished 5 tattoos and one stayed in the reserve.
- Ended with \$700.
- The player obtained the majority of Watercolor and New School Tattoos.



Tattoo points: $19+11+23+11+13=77$

Money points: 14

Majority points: $5+5+11+11 = 32$

Points against: 23

TOTAL
100

Note. In case of a tie, the player with the highest number of completed tattoos wins. If the tie persists, the player with fewer points against wins. And if the tie is maintained, the player with the most money wins.

RECOMMENDATIONS FOR NEW ARTISTS

- While you are making a tattoo, be sure to prepare the next one.
- It is important to look at your tattoo cards and those of other players to know where the tattoo you need is.
- As far as possible, find two tattoo options of the same style in case some player steals any from you.
- You must be aware of the client cards that you or other players return to the deck since at the end of the game they may appear.
- Always keep in mind the skills of your character since they will help you to make the works in a simpler way and you will obtain more gains if your or other players make tattoos of the style that you dominate.
- Before the end of the game, recycle all the tattoo cards in your reserve as otherwise each one will subtract points from you at the end of the game.

What happens if the components are used up?

If the ink tokens are depleted then the players will not be able to take the action of taking ink until some other player returns it when finishing a job. The same in the case of mixing, if there are no tokens of secondary colors, then this action cannot be performed.

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GAMING
HOLE



WARNING. Not suitable for children under 36 months. Small parts.

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