**INKULINATI**

**RABBITS ARE NOT ALWAYS CUTE !**

Today, we can say that the entertainment industry and the tendency towards entertainment are even more than in the past, but have you ever wondered what people did for fun in the past? Some people, who try to have fun by defeating their opponents by making the figures drawn on paper fight when they find the opportunity, from wars and intrigues, have found such entertainment for themselves. It is also very interesting that the drawings we see in these old drawings, such as rabbits, dogs or donkeys with trumpets, are the units used in this discovered game. Normally, when the rabbit is mentioned, everyone thinks of the rabbit and turtle story that we have been telling since our childhood or at least heard once, but it seems like we will see the rabbit symbol with a completely different concept for the first time. Also, symbolically, the rabbit probably wouldn't suggest a turn-based strategy game to anyone, but **Yaza Games** seems to be preparing to offer a completely different experience to the players with a nice medieval concept in front of a screen like a medieval inscription.

**GAS OR SPEAR, NO TRUMPET !!!**

According to the claim of Yaza Games, all the figures used in the game are really made up of figures that have taken their place in the historical scene and are used, because of this detail, they wink at us that there are a large number of characters in the game numerically and that they can be added on. Yaza Games, which will own the first games with very detailed and thoughtful sweet content, say that it is an important detail that their teams are actually different characters from each other in the release story of this game. The company, which has a small team of 8 people, creates Inkulinati by blending the ideas of some parts of complex strategy and the other parts of making a game that can be easily played. We may be able to make sense of the easy and difficult parts of the game with the information they have explained here. As for how the game is played in general, we must first say that the game is not a game that will appeal to all audiences or that will blow your mind with its graphics. Inkulinati, a turn-based strategy game on a 2D floor, seems to be a game that will appeal to audiences who love strategy and absurd fun in general (who knows, maybe it will reveal a different scenario and surprise us). If we move on to the gameplay part, although it seems like we tried to stay out of the battle system that we are familiar with from turn-based games in general, there was not much change in the battle part reluctantly. They have a gameplay mechanic that can be progressed on certain squares and where we place our characters on these squares and move them one by one, but they also have unusual parts. We can say that the characters spawn on the map, the features used while fighting or the direct maps themselves are the main factors that make up the features that make the game special. Since we praise these features so much, we will have to explain, first of all, as we mentioned at the beginning, we have ink points that we can use in this game played on a 2D medieval scroll, these points represent the score that allows us to summon characters we can summon, we gain a certain amount of ink each turn, as well as certain special points. There are also, they add us extra ink income per round. The extra ink points per turn we keep the character on them is pretty worth it in our opinion. Now that we've given the ink and summoned characters information, let's talk about our illustrators, who are the factor that summons these characters and makes the game end in the game. First of all, we can think of these illustrators as a card that summons new characters with the accumulated inks, apart from having their own special abilities (such as a summoned card). These cartoonists lie under the main purpose of the game, our aim is to reach the opponent's artist with our characters and reduce his life value to zero, but it is useful to be careful while trying this, because our opponent will not be idle either, they will start an attack against our cartoonist, for these reasons we will have to determine our war strategy and use our cartoonist accordingly looks like. As they say, the best defense is to attack! We know our illustrator, we know that certain cards can be spawned, now it's time to talk in detail about how to fight. Mostly (some characters can also attack targets that are two or more land away) we can attack enemies in their side squares. Not only attack, some characters can also act as defense or support units. That's why we need to determine a strategy in general, call characters according to it, and progress in a regular way. Each character also has their own special attacks and moves, for example, melee rabbits can stun and inflict damage to the selected target, as well as apply a one-turn stun at the same time, or if they go near a unit that used the trumpet-playing donkey feature and play its trumpet, it can reactivate the used character. Neither page nor ink is enough to write such different features one by one, we have to accept the fact that when the game comes out, we will have to test them all and reveal the combos. A feature that would be a shame if we go through without saying aaa is that while you are attacking, a moving bar appears in front of you where you can choose which part of the target you want to attack within a short period of 3 seconds. Some points deal more damage and if you have the reflex to choose them, it is possible for you to inflict extra damage very easily.

**BROOO THESE FEATURES ARE SOOO GOOD**

Each attraction made in the game is written in rows in the upper left corner of our game screen (war card). This feature offers the game an aesthetic gameplay option. How Does? For example, it allows us to examine and follow statistics such as what features our opponent used during the war or what he did with which character. With this information, players who want to play the game hardcore are given the chance to dominate the game. Some events may occur during the game and these events can put the players in many different situations, from the way they are played to the characters to be used. For example, in an event, a fire starts from the right and left sides of the map. Units caught in this fire are destroyed directly, the exit of this event forces the opponents to move towards each other and unintentionally forces them to show an aggressive game. In addition, there may be a situation like this, some characters have the ability to push enemies, and thanks to this feature, they push their opponents down the map and make them disappear.

**WRITTEN DRAWED IFINISHED!!!**

Inkulinati, which will be released in the winter of 2023, will be available to players simultaneously on XBOX, PC, MAC and Nintendo Switch platforms. We look forward to seeing if this 2D game with unusual characters and features will be able to announce the name of YAZA GAMES. We hope it will bring a new breath to this kind of turn-based games.

DEVELOPER: YAZA GAMES

PUBLISHER: DEADALIC ENTERTAINMENT

PLATFORM: PC, XBOX AND NİNTENDO

TÜR: CASUAL, INDIE, STRATEGY

RELEASE DATE: 2023’S WINTER