Solo rule

You can challenge yourself to create an Aquarium and to try to get a high score!
Create your own ideal Aquarium.

Setup: Same as the setup for 4 players. Put all the regular fish tokens in the cloth bag. You can also play with the advanced rules if you wish. As additional preparation, set four unused colored achievement cubes beside the Fair board.

Play flow: Lucy (see rules for 2 players) is not used. Only your own token will move on the Fair track. The game will be played over 3 rounds.

Sections : The Fair track alternates between 3 fish spaces and 1 advertising space. Three consecutive fish spaces are called a section. There are a total of 5 sections on the Fair board.

Major changes in play

As a general rule, all three-player rules apply. However, the following points will change.

Acquiring fish tokens : As in normal play, the player will acquire fish tokens when they advance their Owner token. However, you always take one fish token per section only. Therefore, in each round, you will get a total of 5 fish tokens from the 5 sections.

Note: Players must stop at a fish space in each section, you cannot choose to avoid a fish space in a given section. If you don't want any fish tokens in that section to be placed in your Aquarium, move your Owner token to one of the fish spaces and then move the fish tokens in that space to the Sea board. Also, you cannot stop at more than one fish space in the same section in one round.

Ads : Solo play rules allow you to select each of the four types of ads only once during the game. After obtaining the money from one of the ads, take one of the unsused colored cubes from next to the Fair board, and place it on top of that ad. This will tell you which ads have been selected. If you are playing with the advanced rules, you can choose to get the advanced fish instead of getting funds from the ad when you stop at the advertising space. Players can stop in the ad space and earn advanced fish tokens even after using the four ads.

Next Round Preparation Phase : At the end of the round, there will always be 10 fish tokens left on the Fair track that the player did not acquire. All of these fish tokens are removed from the board, and returned to the game box (be careful not to return them to the cloth bag). After clearing the board, draw fish from the cloth bag to refill each fish space on the Fair board.

End of game : The game ends after the end of the third round. Since all the regular fish tokens are used, 15 fish tokens will remain in the cloth bag even after the game is over. Calculating your final score follows the same method as the 3-player game (and the advanced rules if you're using them). As a guide, if you can get more than 60 victory points, your Aquarium will be full of customers!

SOLO FAQ

Q1. If I achieve a milestone card, in which achievement space will my color achievement cube be placed? Also, can I get milestone fish tokens?
A1. You are always number one in solo play! Place your colored cube on the top space of the milestone card and acquire the milestone fish as per the 3-player rules.

Q2. How many victory points can be obtained from the position of the Owner token at the end of the game ?
A2. You will get 3 victory points from the bottom space of the Standby track. In solo play, you are always number one!

totsuca chuo

Aqua Garden

"Yeah! Let's build our own aquarium!"

One day, you suddenly become inspired to open an aquarium in your town. But there is a lot of work to do to make your aquarium stand-out from the rest. First, you need to buy fish. Do you take a closer look at the Aquatic fair or buy them from the fishermen? Or maybe you need to focus on advertising to attract more customers? And most of all, the hardest part is deciding how to display the fish in the 6 large aquarium tanks... You need to consider all the requirements each creature has – sea turtles need seaweed, and small and large fish are afraid of sharks. To top it off, there is only one employee you can ask to help.

Wait a moment! Other similar aquariums have been built all over the town as well! Will your aquarium become the most renown in town?

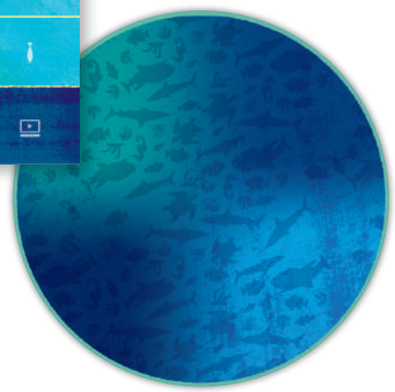
Game designer: Totsuka Chuo
Graphic Design & Art Direction: Beppu Sai
Box illustrator: Urabe Rosinante
Rulebook editor: Nun
Game project developer: Taro Matsuyama

Publisher: Uchibacoya
Ibusuki, Kagoshima Prefecture
Yamakawa Kinseicho 83 address

Contents

Fair Board x 1

Cloth Bag x 1



Sea Board x 1

Aquarium Board x 4

back front

Feeding Event Card x 5

back front

Milestone Card x 12

- Small Fish and Large Fish Milestone card x 3
- Shark Milestone card x 3
- Sea Turtle Milestone card x 3
- Seahorse Milestone card x 3

back front

Advanced Fish cards x 3

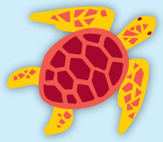
* Used only when playing with the Advanced rules. See page 14 for the advanced rules.

Fish Tokens x 82

Regular Fish Tokens x 65

Small Fish x 23

Large Fish x 16



Sea Turtles x 9

Seahorses x 5

Sharks x 9

Whale Sharks x 3

Milestone Fish x 5

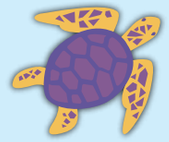
*Milestone Fish have the same shape as the regular fish tokens but are different colors.

Small Fish x 1

Large Fish x 1

Shark x 1

Seahorse x 1

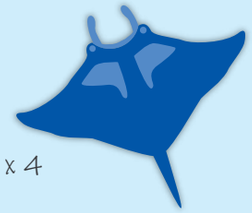


Sea Turtle x 1

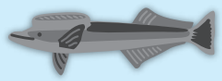
Advanced Fish tokens x 12
(advanced rules only)

*Used only when playing with the Advanced rules. See page 14.

Flapjack Octopus x 4



Manta Ray x 4



Remora x 4

Seaweed x 17

Coral x 16

Owner x 4
(1 for each player color)

Employee x 4
(1 for each player color)

Achievement Tokens x 16
(4 for each per player color)

Fund tokens x 4
(1 per player)

Round Marker x 1

Setup

The following is the setup for 3 to 4 players. See page 14 for setup changes when playing with 2 players.

Board Setup

① Place the Fair Board and the Sea Board in the center of the table.

② There are 4 types of Milestone Cards - Small and Large Fish Milestones, Shark Milestones, Sea Turtle Milestones and Seahorse Milestones. Draw one of each type randomly and place them face up beside the Fair Board.

③ For each Milestone card, find the matching Milestone Fish token (shown in the upper right corner of the card) and place it beside that card.

④ Depending on the number of players, put the following Regular Fish tokens in the cloth bag.

3 players: Remove the regular fish tokens listed below (15 total) and return them to the box. Put the remaining 50 regular fish tokens into the cloth bag.
Small Fish x 5, Large Fish x 4, Shark x 2, Sea Turtles x 2, Seahorse x 1, Whale Shark x 1.

4 players: Put all 65 regular fish tokens in the cloth bag.

Note: At this time, please do not put the advanced fish in the cloth bag. See page 14 for advanced rule setup and instructions.

⑤ The Fair board consists of a number of connected spaces around the outside edge. Starting in the upper left corner of the board, and proceeding clockwise, randomly draw and place 1 fish token in each of the light blue spaces (15 spaces in total).

"Aqua Garden" is a game for all ages, from young children to well-mannered adults. When drawing fish tokens from the cloth bag during setup and during the game, never try to judge the shape of the fish by feeling it but try to draw them randomly. The game creator team trusts that players won't try to cheat.

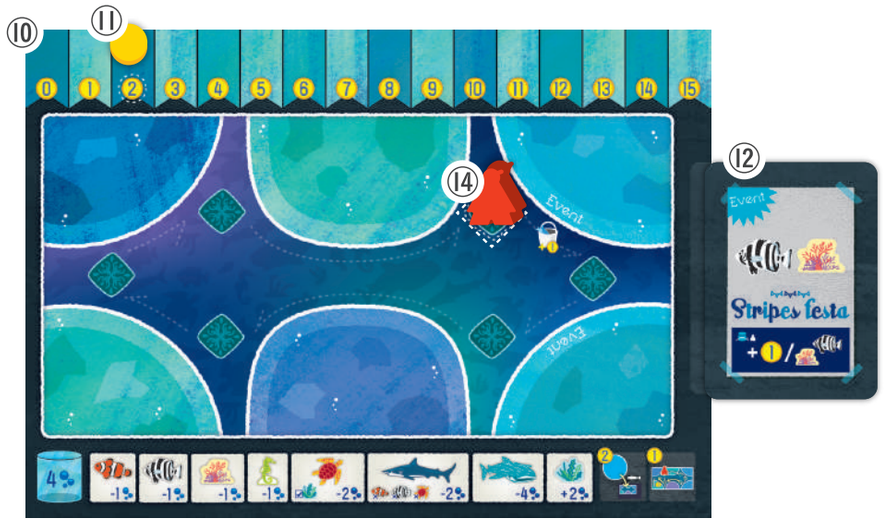
⑥ Randomly draw 5 fish tokens from the cloth bag and place them on the Sea board.

⑦ Place all Seaweed tokens and all Coral tokens on the Sea board.

⑧ Take one Seaweed token from the Sea Board and place it next to the Sea Turtle milestone card which was placed in Step ③.

⑨ Place the round marker on the "1" space of the Round Track on the Fair Board.

Player Setup



⑩ Each player takes 1 Aquarium board and places it in front of them.

⑪ Each player then takes 1 Fund token and places it on space 2 of the Funds track on their Aquarium board. This represents the amount of money each player has, and at the start of the game you will have 2 funds .

⑫ Shuffle the 5 Feeding event cards and deal one randomly to each player, face down. Once each player has a card, they reveal and place their Feeding Event card face up in the card space on the right side of their Aquarium Board.

⑬ Each player selects one of the player colors and takes the Owner token, the Employee token and the 4 Achievement Markers in that color.

⑭ Each player places their Employee on the dotted diamond (called the "carpet") on their Aquarium Board.

⑮ Each player places one of the Achievement Markers beside each of the 4 Milestone cards which were placed in Step ③.

⑯ Determine the first player using a method of your choice. The first player places their Owner token in the bottom space (labelled 1st) on the Standby track (to the left of the round track) on the Fair board. The other players then, in clockwise order, place their Owner token in the lowest empty space on the Standby track.

⑰ Unused Aquarium boards, Fund tokens, Feeding Event cards, Owner tokens, Employee tokens, and Achievement Markers can be returned to the box.

Game play

The below rules are for 3-4 players. See page 14 for changes to the rules for 2 players.

Game flow

"Aqua Garden" is played over 3 rounds when playing with 3 players and 4 rounds when playing with 4 players. After all rounds are completed, each player's final score is calculated and the player who gets the highest score is the winner.

Round flow

Each round consists of an Action Phase followed by a Preparation Phase, i.e. the Action phase is completed by all players first, before moving onto the Preparation phase.

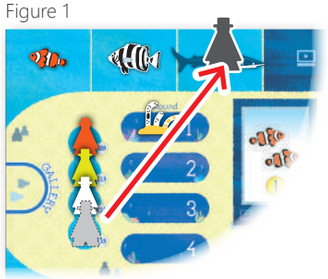
1. Action Phase

Important : Turn Order

During the action phase, player order is determined by the position of the players Owner tokens on the Fair track.

During the Action Phase, **the player whose Owner token is furthest back on the Fair track takes their turn**. However, if there are one or more Owner tokens on the Standby track, the player whose Owner token in the lowest space will take their turn. When performing their turn, a player's Owner token will move any number of spaces along the Fair track. If a player finishes their turn and their Owner token is still the furthest back on the Fair track, that player will continue to take turns until their token is no longer the furthest back. At the beginning of each action phase, the player whose Owner token is on the bottom space of the Standby track takes the first turn (Figure 1).

Figure 1



Flow of a Turn

On their turn, each player carries out the following 2 steps in order.

① Move Owner token

② Resolve action or Pass

When Step ② is completed, their turn is over, and the player whose Owner token is furthest back on the Fair track takes the next turn. If all players have passed, proceed to " 2. Preparation Phase".

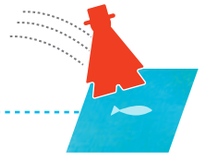
① Move Owner token

The active player advances their Owner token any number of spaces along the Fair track. There is no limit to the number of spaces you can advance, but you must advance at least one space every turn i.e. you cannot stay in the same space. A player's Owner token cannot be moved to a space with another Owner token. The Owner token cannot move backward (i.e. counterclockwise).

At the start of your turn, if your Owner token is already on the last Fish space on the Fair track, or if there are no more spaces on the Fair track you want to advance to, move your Owner token to the Standby track, and proceed to the next step below.

② Resolve action or Pass

Depending on the type of space you moved your Owner token to in Step ①, you will resolve one of the below actions.



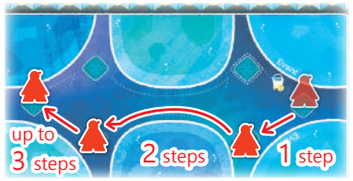
②-a. If you stopped on a Fish space

A Fish space allows you to take fish from the Fair and display it in your Aquarium.

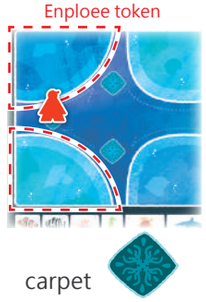
First, take the fish token in the fish space occupied by your Owner token. If there are multiple fish in the space occupied by your Owner token, you must take all of the fish tokens.

Place the fish tokens you picked next to your Aquarium board for the time being.

After collecting fish tokens, you must choose to move your Employee token on your Aquarium board between 1 and 3 spaces on the diamond shaped carpet spaces in a clockwise direction. Employee tokens cannot stay on their starting space. Employee tokens cannot move counterclockwise.



Each diamond shaped space that an Employee can occupy is adjacent to 2 of the 6 water tanks on your Aquarium board. Fish tokens taken from the fish space by a player must be placed in one of the 2 tanks adjacent to the Employee. Think carefully before moving your Employee!



Moving your Employee Additional Spaces

Usually an Employee token can move a maximum of 3 spaces clockwise on your Aquarium board. However, it is possible to move your Employee additional space by paying funds. You may pay up to a maximum of 2 funds to move up to 2 additional spaces, at the cost of 1 fund per space. Move your fund token to the left to show the funds have been spent. It is not possible to pay for more than 2 additional movements - i.e. the absolute maximum number of spaces you can move is 5 (3 free moves, plus 2 paid moves). Therefore, it is not possible to have an Employee token complete one full lap of the Aquarium board in one turn.

Feeding event

On your Aquarium board there is one **Feeding Event icon** between two carpet spaces. If your Employee token moves across this icon, you immediately resolve the Feeding Event.

When a Feeding Event occurs, you will immediately get 1 fund as income (move the fund token on your fund track 1 space to the right). In addition, depending on the success of the event, you may earn additional funds.

The 2 water tanks adjacent to the space of the Feeding Event icon are called "Event Tanks" and are used to judge the success of the feeding event. Check how many sets of tokens shown on your Feeding Event card are in the two "Event Tanks".

You may make a set with tokens **in the two different Event Tanks**. The player completing the Feeding Event gets **an amount of money equal to the number of matching sets times the amount shown on the event card** (in addition to the previous 1 Fund).

Example : You have a Feeding Event card which gives you Funds for each set of 1 small fish token + 1 sea turtle token. There are 2 small fish tokens in the upper event aquarium, and 2 sea turtle tokens in the lower event aquarium. This means you have 2 completed sets of required creatures from your Feeding Event card. If your Employee token passes the Feeding Event icon now, you will immediately receive 3 funds (1 Fund as income plus 1 Fund for each of the 2 sets on the event card).

The Feeding Event does not stop your Employee's movement. After you finish resolving the feeding event, you can continue your employee's movement as per the rules above. In addition, since the Feeding Event occurs the moment you pass the Feeding Event icon, you can immediately consume the funds obtained and use it to move your Employee additional spaces if desired (i.e. a 4th or 5th space).

Important : The maximum amount of money each player can have during the game is 15 . If you get more than 15 funds in any way, not just from feeding events, the excess will be lost.

When you have finished moving your Employee token, place the fish tokens you just took from the Fair track in the water tanks on your Aquarium board.

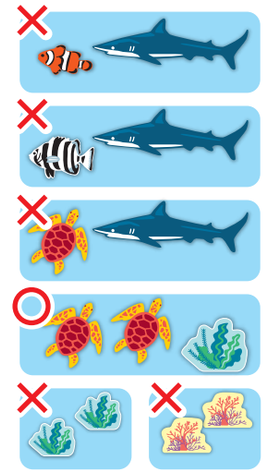
Fish can only be placed in water tanks adjacent to your Employee at the end of their movement. If you took more than one fish token from a fish space, you can place all received fish in one of the two water tanks adjacent to your Employee token, or you can place them together in one water tank. You can place the fish in your water tanks in any order. When placing fish tokens (and other tokens) in the water tank, you must follow the placement rules below.

-Each token that can be placed in the water tank has its own **oxygen consumption value** (see the table on the right).

type of token	oxygen consumption value
Small Fish	1
Large Fish	1
Seahorse	1
Sea Turtle	2
Shark	2
Whale Shark	4
Seaweed	0
Coral	1

The amount of oxygen supplied to each water tank is 4. The total amount of oxygen required by the fish in the aquarium must not exceed the supply of oxygen in that water tank. In other words, for each water tank, you cannot place a token there if it will increase the amount of oxygen consumed to 5 or more.

- However, if the water tank contains a seaweed token, the amount of oxygen supplied will increase by 2, for a total of 6 oxygen supplied (see below for how to obtain seaweed tokens).
- Small fish tokens cannot exist in the same aquarium as shark tokens.
- Large fish tokens cannot exist in the same aquarium as shark tokens.
- Sea turtle tokens cannot exist in the same water tank as shark tokens. Also, sea turtle tokens can only exist in water tanks where seaweed tokens are placed in advance. If there is one seaweed token, there can be multiple sea turtle tokens (within the limit of oxygen consumption) in the water tank. When a seaweed token is removed from the water tank, all sea turtle tokens in the aquarium are also removed.
- Shark tokens cannot exist in the same water tank as small fish tokens, large fish tokens, and sea turtle tokens.
- No more than one seaweed token can exist in one water tank at the same time. Similarly, no more than one coral token can exist in a tank at the same time. For tokens other than these, there may be multiple tokens of the same type (within the limit of oxygen consumption) in one water tank.

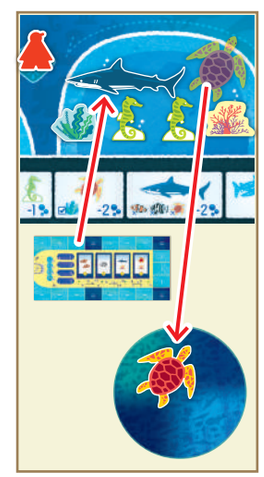


Example : You have a water tank with two seahorse tokens, one sea turtle token, one seaweed token, and one coral token. The total amount of oxygen consumed by the tokens in this water tank is 5. The total amount of oxygen consumed by the tokens in this tank is 5, which is higher than the normal oxygen supply of 4. However, since the amount of oxygen supplied is increased by 2 by the seaweed tokens, this tank meets the placement rules above. It is also important to note that sea turtle tokens cannot exist in this aquarium without seaweed tokens.

At any time during the game, each player can remove any number and type of tokens from their water tank and move them onto the Sea board in the center of the table. If you don't want to place the fish tokens taken from the Fair board in your Aquarium, you can move any number of them to the Sea board.

In addition, if tokens are placed in the water tank in a manner that violates the above placement rules, the tokens are removed from the water tank until all the placement rules are observed, and are immediately placed on the Sea board. You can freely select which tokens to remove from the water tank to the Sea board.

Example : You got a shark token from the Fair board this turn, and want to place it in this water tank (after moving your employee token to be in the adjacent space). However, since the oxygen consumption of the shark token is 2, placing it in this water tank causes the total oxygen consumption (7) to exceed the oxygen supply (6). In addition, the shark token cannot exist in the same water tank as the sea turtle token. So you remove one sea turtle token from the water tank and move it to the Sea board. As a result, the amount of oxygen consumed has been reduced to 5, and all tokens in the tank can exist with the shark token. This water tank now satisfies all the placement rules.



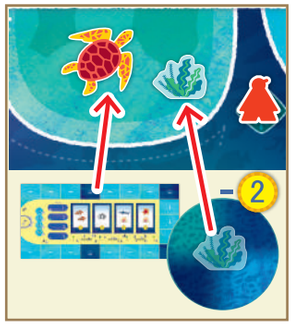
Tokens that have been moved to the Sea board will be available for purchase by all players during their turn as described below.

Purchasing fish from the Sea board

During their turn, a player can make the following additional purchases in any combination as many times as desired, immediately before and immediately after placing the fish tokens taken from the Fair board in their Aquarium (after moving the employee tokens).

- Pay 2 funds to take 1 seaweed token or 1 coral token from the Sea board and immediately place it in either of the water tanks adjacent to your Employee token. You can make this additional purchase as many times as you like, as long as there are seaweed tokens left to buy, but keep in mind that you can only have one seaweed token or coral token in each aquarium at the same time (See "Placement Rules").
- Pay 2 Funds to take any one fish token from the Sea board and immediately place it in either of the water tanks adjacent to your Employee token. You can make this additional purchase as many times as you like, as long as there are fish tokens left on the Sea board to buy.

You cannot purchase fish tokens if there are none on the Sea board. When placing purchased tokens in your Aquarium, all the placement rules mentioned above still apply.



Example : You want to get a sea turtle token from the Fair board this turn, and place it in an empty water tank (your employee token must be in the space adjacent to this water tank). However, seaweed tokens are required to place sea turtle tokens.
So, you pay 2 funds and buy 1 seaweed token from the Sea board, and place it in the empty water tank. Now you can place the sea turtle tokens in this water tank without violating the placement rules. You can also then buy one small fish token from the Sea board and place it in this water tank, by paying an additional 2 funds if you wish.

Important : You cannot make additional purchases before you move your Employee token.

Achieving a milestone

If your owner token stops at a fish space, the player can achieve a milestone on one of the Milestone cards, beside the Fair board, any time after the Employee token moves until the end of your turn.

The left side of the card has an illustration showing fish in a water tank. If one of your water tank matches the illustration then you have achieved that milestone (you do not need to move these tokens to the Sea board to achieve this milestone, they remain in the water tank) .

Once you have achieved the milestone, take a cube of your color and place it in the upper most vacant space on that Milestone card (i.e. one of the numbered spaces on the right). In addition, if no other player has already achieved this milestone (i.e. you are the first to achieve this milestone), you also take the corresponding milestone fish tokens and seaweed tokens (as printed on the card) and place them in your Aquarium immediately. These can be placed in any water tank, regardless of the current position of your Employee token or which water tank which fulfilled the Milestone card requirements. If you get multiple tokens, you can place them in the same water tank or in different water tanks. However, within each water tank, all of the above placement rules apply.

Also, if you wish, you can make additional purchases just before the placement of the fish and seaweed tokens obtained from the milestone card. At this time, the purchased tokens can be placed only in the aquarium where one or more milestone fish and seaweed tokens were placed.

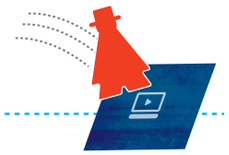
Each milestone fish token is treated as exactly the same as the regular fish token of the same type/shape.

The normal placement rules apply and the victory points at the end of the game are calculated in the same way as the regular fish tokens of the same type. The different color compared to the regular fish token doesn't have any impact on the rules (the game's production team hopes you'll be rewarded with a rare colored fish token).

If you meet the conditions, you can achieve multiple milestones in one turn. In addition the same tokens in the same water tank can be used to achieve multiple milestones. A player cannot achieve the same Milestone card more than once during the game. Also, once you have achieved a milestone, you do not have to maintain the conditions for achieving it.

When you have placed the fish tokens taken from the Fair board in your Aquarium, made any additional purchases and achieved any relevant milestones, your turn is over.

②-b. If you stop at an advertising space



Advertising spaces (dark blue) are spaces for promoting your Aquarium and raising funds.

First, select only one of the four ads in the center of the Fair board. Each ad shows the type of tokens and how much money you can get for each one (or two) tokens.

Small Fish Ads: Get 1 Fund for 2 Small Fish tokens on your Aquarium board

Large Fish Ads: Get 1 Fund for each Large Fish token on your Aquarium board

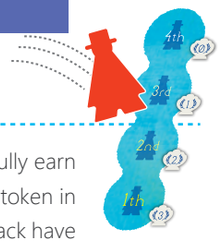
Shark Ads: Get 1 fund for each shark token on your Aquarium board. In addition, get 1 fund for each coral token on your Aquarium board

Sea Turtle Ads: Get 1 fund for each sea turtle token on your Aquarium board. In addition, get 1 fund for each coral token on your Aquarium board

Count the number of tokens of the specified type on your Aquarium board and get funding as shown in the ad. At this time, you can add up the number of tokens in all the water tanks on your Aquarium board. Once you get the money, your turn is over.

Example : Your owner token stopped in the ad space and you selected the sea turtle ad. There are 2 sea turtle tokens and 1 coral token on your Aquarium board, so you will get a total of 3 funds from the ad.

Important : In a turn where your owner token stops in the advertising space, you cannot move your Employee token (you also cannot pay for additional movement). In addition, you cannot make additional purchases from the Sea board or achieve milestones.



②-c. If you move to the Standby Track

By advancing your Owner token to the Standby track, you can end your action phase but hopefully earn an earlier start in the next round (or gain additional points in the final round). Place your owner token in the lowest empty space on the Standby track. Players whose Owner tokens are on the Standby track have completed their turn and will then take no more actions.

Once you've placed your owner on the Standby track will not be able to take turns until all player's Owners are on the Standby track and a new round begins. In the next round, the player lowest on the standby track will take their first turn in the next round, the next lowest player going second etc, with the players highest on the track taking their turn last. In the final round, players will receive more victory points for being lower on the track.

Important : In a turn where your owner token stops in the advertising space, you cannot move your Employee token (you also cannot pay for additional movement). In addition, you cannot make additional purchases from the Sea board or achieve milestones.

Players continue taking turns until all players have placed their Owner tokens on the Standby track. Once all players have placed their Owner tokens on the Standby track, move on to step 2. Preparation Phase (if this is the final round, move instead to final score calculation).

2. Preparation phase

Important : In the final round, skip this phase and move on to the final score calculation.

Perform the following processes in order.

- Randomly draw fish tokens from the cloth bag and place one in each fish space on the Fair board in clockwise order from the space on the upper left of the Fair board. If a space has a fish token from previous rounds that has not been taken, draw and add a fish token to the tokens already in the space.
- Move the round marker on the round track down one space.
- The player whose Owner token is in the bottom space of the Standby track becomes the new start player and starts the next round.

End of game and score calculation

The game ends when the action phase of the third round (three players) or the fourth round (four players) is over.

Even in the final round, players should still place their owner token on the Standby track as normal.

Each player will calculate the victory points they have earned in this game as shown on the next page.

End of game and score calculation

① Tokens in the aquarium

For each of the 6 water tanks on your Aquarium board, you will get the following victory points from the fish tokens placed there.

- 3 victory points for each combination set of 1 small fish token and 1 large fish token
  Important : Please note that you cannot make a set with tokens from different water tanks. Also, small fish tokens and large fish tokens that cannot be included in a set in the water tank will not score victory points.
- 2 victory points for each sea turtle token
- 2 victory points for each shark token
- 2 victory points for each seahorse token
- 4 victory points for each whale shark token
- 1 victory point for each coral token

Seaweed tokens do not score victory points.

② Surplus funds

Earn 1 victory point for every 3 funds remaining on your funds track on your Aquarium board.

③ Milestone card

For each milestone card, check the number next to the achievement space with your colored cube and score victory points equal to that number.

④ Position of owner token

Check the number shown to the side of the space occupied by your owner token on the Standby track and get victory points equal to that number.

Easily Confused Rules

Placement of fish tokens taken from the Fair board: Placed in water tanks adjacent to your Employee token. Splitting between multiple water tanks is possible if there are two or more tokens acquired at once.

Placement of additional purchased tokens: Placed in the water tanks adjacent to your Employee token. Each one can be placed in a separate water tank.

Milestone Fish Token Placement : Place in any water tank. Splitting between multiple water tanks is possible if there are two or more tokens acquired at once.

Feeding event : Calculated for the 2 "Event Tanks". You can create a set between the two "Event Tanks".
Advertisement : Calculate your whole Aquarium together. The total number includes all your water tanks.
Final score calculation : Calculated for each water tank. It is not possible to create a set between different water tanks.

Two-player rules / advanced rules

Two-player rules

When playing "Aqua Garden" with two people, "Lucy" will join the game. Lucy is not controlled by any player and will act on the Fair track. As a general rule, the 2 player game will follow the setup and rules for the 3 player game. However, the following additional rules and setup apply for Lucy.

- Take an Owner token from one of the unused colors to represent Lucy. During setup, Lucy will be placed in the top space of the Standby track.
- During the game, if Lucy is in the rearmost position on the Fair track, move Lucy to the space one ahead of the owner token furthest forward on the Fair track.
- If Lucy stops at a space with a fish, all the fish tokens in that space will be immediately moved to the Sea board.
- If Lucy stops at an advertising space, nothing happens.
- When Lucy goes to the Standby track, Lucy is placed in the lowest empty space as in the case of 3-4 players.
- At the start of the round, if Lucy is in the lowest space in the Standby track, move Lucy to the first space with a fish and immediately move all fish tokens in that space to the Sea board.

The game ends at the end of the third round. Victory points are calculated in the same way as when playing 3 to 4 players, and the player who gets the most victory points wins (Lucy does not get any victory points).

Advanced rules

Once you get used to "Aqua Garden" you can add advanced rules and play with them. You will be able to enjoy a more strategic game by increasing the use of funds and the variations of creatures in the aquarium.
As a general rule, we will play according to the rules outlined above, but the following points will change.

Setup

In addition to the normal game setup, place the12 advanced fish tokens (4 each for Flapjack octopus, manta ray, and remora tokens) and 3 advanced fish rules explanation cards beside the Fair board.

Acquisition of fish tokens

In the action phase, when the player stops in the advertising space, they can get funds from the advertisement (see "② -b If you stop at an advertising space" on page 11), or they can also have the option to acquire advanced fish. Each time the player moves to the ad space, they choose to either get money from the ad or get an advanced fish.

②-b-2. Acquisition of advanced fish tokens

You can get an advanced fish token by selecting the one you want from those still available on the side of the Fair board and paying the corresponding purchase cost in funds. Only one fish token of any type can be obtained each time you stop in the advertising space. It is not possible to acquire two or more advanced fish at once.

Advanced rules

type of token	Flapjack Octopus	Manta Ray	Remora
purchase cost	fund 3	fund 4	fund 2

Placement of advanced fish tokens

Immediately place the acquired advanced fish into a water tank on your Aquarium board. At this time, you can place the advanced fish token in any water tank regardless of the position of your Employee token.

Important: You cannot make purchases from the Sea board at this time. You also cannot move your Employee token or achieve Milestone cards.

As a general rule, advanced fish tokens are treated the same way as regular fish tokens. However, when placing, the following placement rules apply in addition to the normal placement rules.

- The amount of oxygen consumed per advanced fish token is as follows.

type of token	Flapjack Octopus	Manta Ray	Remora
oxygen consumption value	2	3	0

- No more than one advanced fish token of the same type can exist in one water tank at the same time. However, one player may have multiple advanced fish tokens of the same type, as long as they are placed in separate water tanks.
- The remora token can only be placed in an aquarium already containing a shark token or whale shark token. When the last shark or whale shark token is removed from a water tank containing a remora token, it is also removed from that tank and moved to the Sea board.

Victory points from Advanced Fish Tokens

During final score calculation, each advanced fish token will bring victory points as follows.

- Each Flapjack octopus token will score 1 victory point for each type of fish token (including the Flapjack octopus itself) in the same tank as it. Seaweed tokens and coral tokens are not included. Regular fish and milestone fish that have the same shape are counted as one type for Flapjack octopus scoring.

Example : One Flapjack octopus, one shark, one seahorse, one remora, one seaweed, and one coral token are placed in the same aquarium. There are four types of fish tokens in this aquarium: Flapjack octopus, Shark, Seahorse, and Remora. You get 4 victory points from the Flapjack octopus in this aquarium.

- Each manta ray gives 1 victory point per fish for the most numerous type of fish on your Aquarium board. If there are multiple types of fish tied for the most numerous, you will get victory points for only one type of fish. Seaweed tokens and coral tokens cannot be counted as fish tokens. Regular fish and milestone fish tokens that have the same shape are counted as the same type of fish tokens.

Example : The most abundant fish tokens on your Aquarium board are large fish. You have a total of 7 large fish tokens on your Aquarium board. You will score 7 victory points from one manta ray for those large fish.

- Each remora token will give you 2 victory points if either one or more shark tokens or whale shark tokens are in the same water tank as you, and 4 victory points if both shark and what shark tokens are in the same water tank.

During final score calculation, each advanced fish token will bring victory points as follows.