

Aquaria

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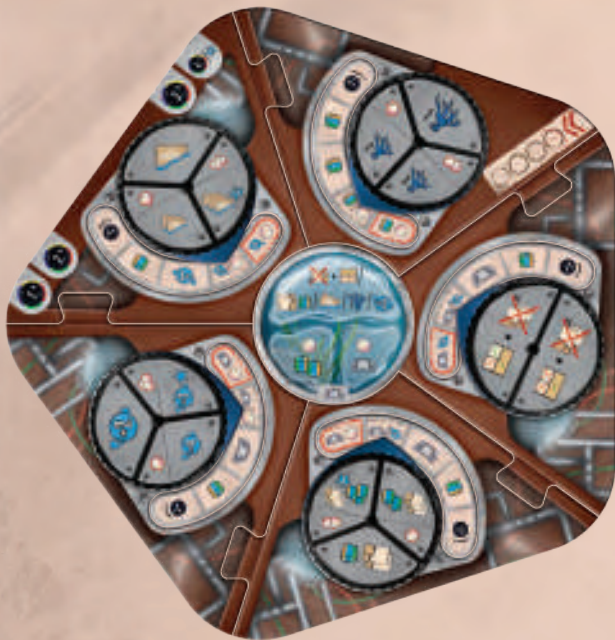


RULEBOOK



In Aquaria, players represent keen members of an Aquarist society, each determined to have the best aquarium in the club. Players are looking after their aquarium which is home to various types of fish and aquatic plants. Throughout the game, players will buy new fish, feed them and keep their aquariums in tip-top condition. Players will also demonstrate how they have progressed in their aquarist studies by how far they have moved on the Encyclopedia tracks. The winner is the player with the most victory points (VPs) at the end of the game.

LIST OF COMPONENTS



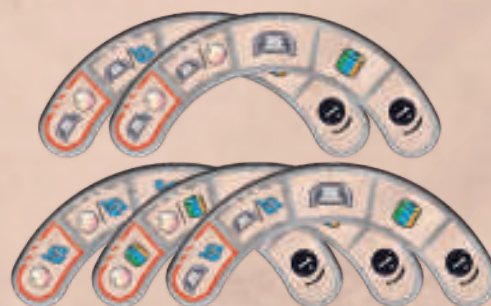
1 Main board - variable



1 Encyclopedia board -
double-sided



4 Aquariums (player boards)



5 Action bonus tiles for the
main board - double-sided



4 Action dice



4×5 Player markers



3×15 Food cans



32 Microflora dials



27 Filter bonus tokens



4×5 Wool filter tiles



32 Arrow stickers



5 Rivets



4×2 Victory points tokens



30 Encyclopedia tokens



24 Pearl tokens



4 Active colour tiles



4×25 Aquarium cards



8 Starting tiles
[Player Aids on the backs]



4×2 Scoring Aids

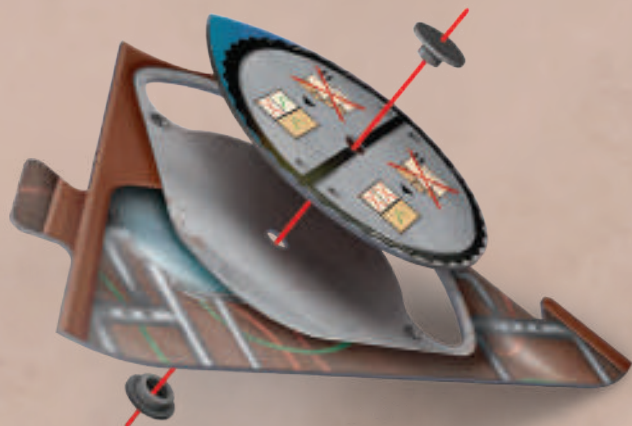
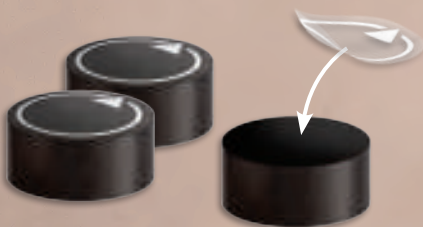


8 Solo tiles

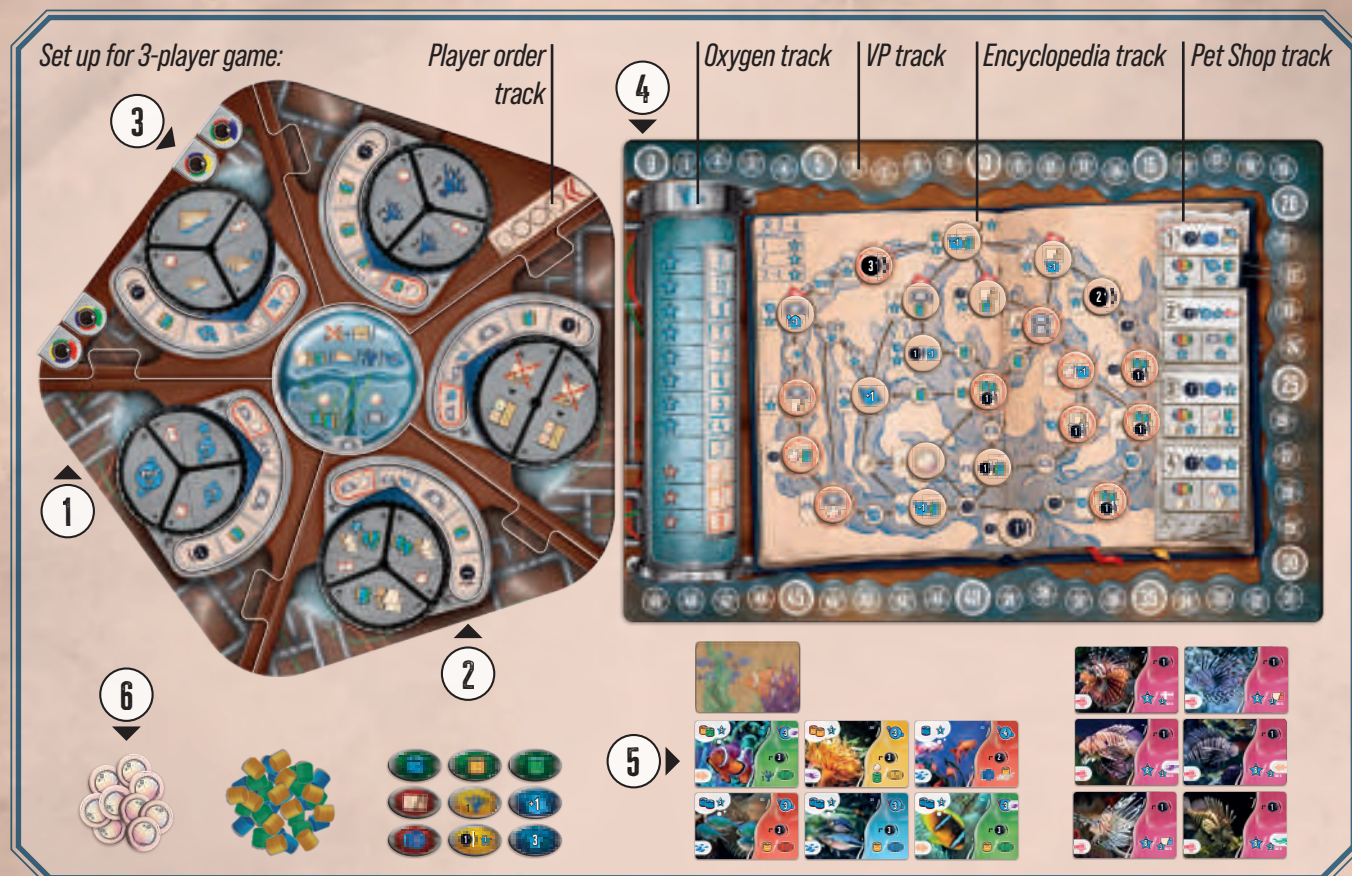


10 Lionfish cards

Before the first game, put the arrow stickers on the Microflora dials and assemble the action wheels.

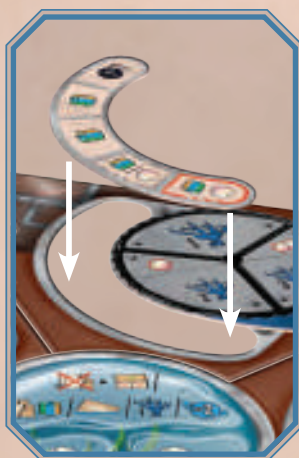


GAME OVERVIEW



GAME SET UP

1. Assemble the main board by randomly putting together the 5 different sectors.
2. Randomly place Action bonus tiles into the empty holes of the main board. These should be placed in such a way that they have the correct face showing depending on the number of players (4 fields for 1-2 players, 5 fields for 3-4 players). The arrow of each action circle is now set so it points to the starting bonus (the field with a grey border).



3. On one side of the main board there are 4 slots for the Active colour tiles, which indicate which colour is active in each of the 4 rounds (so they help to count the rounds too). Randomly place one of the Active colour tiles in each slot face-up.
4. Place the Encyclopedia board next to the main board with the side facing up for the appropriate number of players. Then, randomly place a red-circled Encyclopedia tokens face-up on each of the larger red-circled spaces. Do the same for the black-circled spaces using the borderless tokens. The red-circled token bonuses are stronger than the borderless ones. Put all the remaining tokens back into the box as you will not need them in this game.
5. Separate the Lionfish cards from the main Aquarium card deck. Shuffle the main Aquarium card deck and reveal 6 of the cards and place them in the middle of the table for all players to see. They represent a common offer of cards to buy. The rest of the deck is placed face-down next to this offer. The Lionfish cards are displayed face-up next to the Aquarium card offer. The number of Lionfish cards displayed is twice the number of players so, for example, in a three-player game 6 Lionfish cards would be displayed.

- Place the other material – the Food cans (in 3 colours), the Filter bonus tokens and the Pearl tokens – next to the main board in a common supply. It is recommended that the Filter bonus tokens are organised into piles by type so players can see what is available when they take one.

NOTE: Food cans and Pearl tokens are unlimited. If there are none available in the common supply, replace them with any other suitable component.

PLAYER SET UP

- Each player gets their own Aquarium as a player board. They then place a dial token in each of the 8 Microflora slots and they also take 1 dice, 5 player markers and 5 Wool filter tiles in their chosen player colour and 1 scoring aid.
- Each player also gets 2 Starting tiles and also draws 5 Aquarium cards. Each player chooses 1 of the 2 Starting tiles and the other is discarded back to the box. Then, each player selects 3 of their 5 Aquarium cards. The 2 cards that are not chosen by each player are placed to the bottom of the Aquarium card deck.
- Each player then takes the starting resources shown on their Starting tiles. In case players should take a card, they choose it from the common offer. The starting player is the one who has the lowest number on their Starting tile. The second player is the one with the second lowest number etc...



- All players set up their Microflora dials in the same way. Players check to see what the active colour will be at the end of the first round and then they turn all their dials so that the arrows on them point to the colour **opposite** to that active colour. Consequently, during the first round, players will have to turn each dial clockwise twice in order to match the active colour and to gain the Microflora bonuses at the end of that round.



- Once the player order has been determined, each player puts their marker on the Player order track (arranged in player order). Players then may turn the Starting tile over and use it as a Player Aid during the game.
- Each player then places one of their player markers on each of the following locations: the start of the Pet Shop track, the start of the Encyclopedia track, one on the Oxygen track at level 4 and one on zero on the Victory points track.

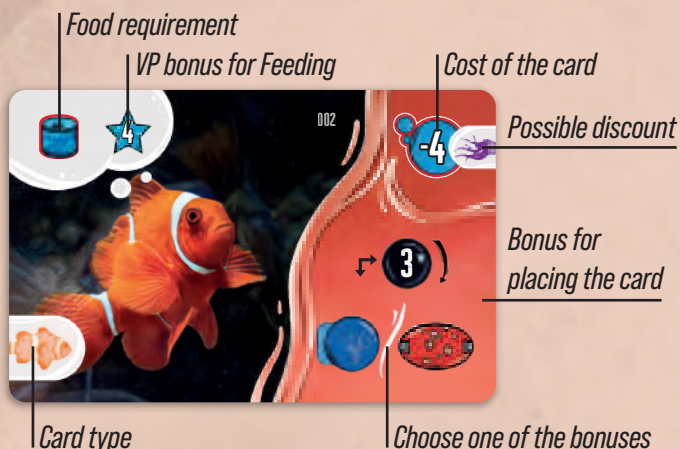
EXAMPLE:

John has chosen the pictured starting tile. He immediately gains 1 blue Food can, 1 Pearl token and places 1 Wool filter tile on his filter. The number 3 is on his Starting tile. Because he has the lowest number compared to the other players, he will start the game.



DETAILED DESCRIPTION OF COMPONENTS

1. Aquarium cards



Each Aquarium card has several icons. In the lower-left corner, there is an icon of a Card type (**Clownfish**, **School of fish**, **Aquatic plant**, **Anemone**). These icons are important for final scoring. In the upper-left corner, there is a food requirement, which has to be paid during the Feeding phase and also the VPs that are gained for successfully feeding this fish. In the upper-right corner, players will find the cost to place the card in a player's Aquarium. The cost is paid with Oxygen Points (OP) by moving their player marker down the indicated number of steps on the Oxygen track. If an Anemone icon appears next to the cost, that card may be placed in a player's Aquarium at a discount of 1 for each adjacent Anemone card.



EXAMPLE: John wants to place this Clownfish in his Aquarium. It costs 7 OPs but can be placed at a discount. John therefore chooses a place that is adjacent to 2 Anemones to gain a discount of 2 OPs. He then pays only 5 OPs by moving his marker down 5 steps on the Oxygen track.

In the lower-right corner of the card, there is a bonus which a player gains when this Aquarium card is placed in their Aquarium. Some of the bonuses are divided by a slash. In that case, a player has to

choose which of the 2 pictured bonuses they would like to obtain. All these bonuses take effect immediately.

 Bonuses pictured above a hand mean that a player will gain the bonus only during each income phase.

It does not cost anything to place **Aquatic plants** into a player's Aquarium. Aquatic plants are required to keep the water in the Aquariums clean.



EXAMPLE: Susan wants to place this Aquatic plant in her Aquarium. She does not have to pay any OPs. As a bonus she immediately gains 1 green Food can and 1 move along the Encyclopedia track and from now on she will gain 1 OP during each Income phase.

2. Lionfish cards



Lionfish cards are special cards that are only scored at the end of the game. The Card type icon is in the lower-left corner. Players can only get a **maximum of 2** Lionfish cards during the game. These cards can be obtained in 3 ways: by moving along the Encyclopedia track, from the Pet Shop track and also by adding the fourth bonus token to the upper part of the filter. If a player triggers one of these situations, they choose one of the Lionfish cards from the common display and place it somewhere in their Aquarium. There is no cost to place a Lionfish card in an Aquarium. Once the player has selected one and placed it in their Aquarium, the player gains the bonus pictured on that card. It will also provide an end-game scoring bonus.

3. Filter

The filter is an indispensable part of any Aquarium. It is divided into an upper and lower part. Both of these parts of the Filter are filled with different kinds of tiles (tokens).

The upper part of the filter is filled with Filter bonus tokens from the bottom to the top. Starting Bonus token space is the same on all player boards and provides to players 1 pearl and 1 card from common offer. This space can't be covered with another bonus token. These bonus tokens cannot be moved once they have been placed. Players **cannot have 2 of the same type** of bonus tokens in their Filter. They can, however, have bonus tokens of the same colour but they have to have different bonuses on each. In case they have to gain bonus token of the same type to put it in the filter, they couldn't do it, so simply choose alternative bonus or do nothing.

The lower part of the filter is filled up with Wool filter tiles. These do not have to be placed in a particular order. Each player has a set of 5 Wool filter tiles in their own colour.

When the lower part of the filter is filled up with Wool filter tiles, the filter triggers. When this happens, at the end of a player's turn, that player gains all the bonuses from Starting Bonus token and the bonus tokens they have already placed in the upper part of the filter. The bonuses are taken from bottom to top of the filter. After the bonuses have been taken, all the Wool filter tiles from the lower part of the filter are removed from that player's Aquarium board. The filter will only trigger for the next time when it is once again full of Wool filter tiles. Finally, the player scores VPs based on their position on the Oxygen track, either gaining or losing VPs based on the number in the star.

If a player causes their filter to trigger in the Microflora phase, they first gain the bonuses from that phase and then trigger the Filter bonuses (see page 11).

In the situation where a player gets a Wool filter tile during their turn and they cannot place it because the lower part of their filter is full at that point, they can flip one of their placed Wool filter tiles. This acts as a reminder for when this player has emptied the lower part of their filter that they can flip that one Wool filter tile back to its coloured side instead of removing it.

4. Oxygen track

The Oxygen track is to the left of the Encyclopedia track. At the beginning of the game all players put their markers on level 4. The Oxygen track represents the cleanliness and clarity of the water in each player's Aquarium and it tracks how many Oxygen points a player has. Players use these Oxygen points to pay the cost of putting an Aquarium card into their Aquarium. If a player's marker is on one of the red spaces at the bottom of this track when their filter is triggered, then that player will lose points as indicated on that level. Some Aquarium cards give players Oxygen points during the Income phase and other may provide some Oxygen points as a bonus for placing them. The maximum level of the Oxygen track is 11. When a player reaches the top space, they cannot move their marker beyond it.

When a player wishes to put a new Aquarium card into their Aquarium, they have to have enough Oxygen points on the Oxygen track to pay for them. If they do not, they cannot add that card to their Aquarium.

Points for position
on the Oxygen track

Gain a Lionfish card
when covered

Upper part of the filter

Bonus tile

Starting Bonus tile

Wool filter tile

Lower part of the filter

EXAMPLE:

John has filled up the lower part of his filter so the bonuses will trigger at the end of his turn. First, he collects the bonuses, from bottom to top, shown on the Bonus tiles on the upper part of the filter. He gets a pearl and an Aquarium card (he chooses one from the common offer and replaces it immediately), then a green Food can, then he moves 1 step on the Encyclopedia track, and finally he takes another Aquarium card. Then, he scores VPs according to his position on the Oxygen track. He has 5 Oxygen points so he gains 2 VPs. Once he has activated all his bonuses, he removes the 5 Wool filter tiles from the bottom section of the filter.

Oxygen track

Gain VPs when
the filter triggers

Starting position

Lose VPs when
the filter triggers

5. Turning Microflora dials

During the game, players will be establishing Microflora in their Aquariums. The cultivation of the Microflora is represented by the dials around the bottom and right sides of each Aquarium. When a bonus is obtained, a Microflora dial (MD) can be turned up to the number of turns indicated. A turn of the dial means turning it clockwise so that it points to the next colour on that dial.



Sometimes the bonus icon shows that the dial must be turned in the same row or column where a card was placed.



Sometimes the bonus icon allows the player to turn any dial.

The position of the arrow on the dial is only important during the evaluation of the Microflora phase. Players can turn a dial fewer times than they are allowed to turn it if they wish.



EXAMPLE:

When placing this red Aquarium card in her Aquarium, after paying 3 OPs Susan can immediately perform up to 3 turns of dials in the same row or column depending on where she places the card in her Aquarium. The turns can be divided between 2 dials if she wishes or she could only turn 1 dial up to 3 times. Then Susan can choose one of the other 2 bonuses that are separated by a slash: she can either gain a Wool filter tile and 1 turn of **any** MD, or she can choose one of the red Filter bonus tiles. She decides for the first option – she takes a Wool filter tile and then she turns a MD. Now two of her MDs are pointing to the Active colour for which she will gain bonuses in the Microflora phase [see page 11].

Active colour



GAME PLAY

The game is played over 4 rounds. In each round, a player will have 4 turns, which are tracked using the dice in the player's colour. There is a player aid on the reverse side of each Starting tile which shows the different phases of each round. Each round has 7 phases:

1. Action phase
2. Microflora phase
3. Player order phase
4. Income phase
5. Feeding phase
6. Preparation for the next round
7. Refresh of the common supply



ACTION PHASE

This phase is played on the main board. This board includes 6 action circles which represent 5 different actions. Five of these

circles have 5 semi-circular Action bonus tiles in them, which are placed there at the start of the game.

On a player's first turn, the player puts their dice with the number 1 side face-up on any of action circles that they want. The dice then stays on the main board for the rest of the game. Players take turns, one after another, according to the Player order track. A player chooses their action by moving their dice to a different action circle. The numbers on the dice only help players track the number of actions that have been taken by each player in a round. There could be more dice (players) on one action circle. When a player moves their dice, they turn it so the dice face is one number higher than the last time. The dice can be placed on any action circle but a player **must move it**, i.e. a player's dice cannot stay in the same location for 2 turns in a row. Each circle on the outside is adjacent to 3 other circles – the 2 beside it and the central one. The central circle is adjacent to all of the outer circles.

When a player places their dice on an adjacent action circle, they immediately gain the bonus that is pointed to by the arrow on that

particular action circle. Then the player moves the arrow 1 space clockwise. When the arrow points to the end of the bonus tile, it no longer moves and stays there for the remainder of the round. When a player moves their dice to a non-adjacent space, they do not get the bonus. However, the arrow is still moved 1 space clockwise. In both cases, the player then takes the action of the circle where their dice is.

In each action circle (apart from the central one), a player can choose to take a stronger version of that action by paying an appropriate number of Pearl tokens.

EXAMPLE:

John has chosen as his second action to move his marker along the Oxygen track. Because he moved from an adjacent action circle, he immediately chooses to gain 1 Pearl token and the arrow is moved one space clockwise. Then, he decides to pay 1 Pearl token to take a stronger action and moves his Oxygen track marker 4 steps up, to level 9.

Susan has chosen as her second action to gain Aquarium cards and Food cans. However, she did not move from an adjacent action circle so she does not get the new action's bonus. The arrow is still moved one space clockwise. She pays 1 Pearl token to take a stronger action too so she takes 3 Aquarium cards and 2 Food cans.



The central action circle, which is separated into 3 sections, does not allow players to take a stronger action there. However, it allows players to take any of the basic actions, receive any of the Food cans and Pearls or a Wool filter tile and a Pearl. It always provides a Wool filter tile as a bonus (see picture below). When moving to the

central action circle, the player must choose one of the 3 sections to take the action of. Any bonuses must not be refused.



ACTIONS:

In the game, there are 5 types of action:

1. Placing Aquarium cards into a player's Aquarium



A player can place an Aquarium card from his hand into their Aquarium. If the card has a cost, it has to be paid in Oxygen points (OP) by moving

their marker down the Oxygen track the appropriate number of steps, minus any discount they get for adjacent Anemones. If a player wishing to take this action does not have enough Oxygen points to pay for an Aquarium card, they cannot take this action.

When a card is placed in an Aquarium, that player gains the bonuses pictured on the card – usually turns of Microflora dials or other bonuses. The card can be placed in any location in their Aquarium; it does not have to be adjacent to any other card.

A player may pay 1 Pearl to place 2 Aquarium cards. For 4 Pearls they may place 3 Aquarium cards and gain 3 VPs.



EXAMPLE:

When putting the blue Clownfish card into her Aquarium, Susan has to pay 2 Oxygen points (3 minus 1 for the Anemone card that is adjacent), so she has to move her marker down the Oxygen track 2 steps. Susan moves her Oxygen track token to level 2. (If her filter was triggered at this point she would lose the indicated amount of VPs.) As a bonus, she immediately gets up to 3 turns of Microflora dials in the same row or column where she placed this card. She decides to use only 1 MD turn to set the dial to the active colour. Then, she gains an Aquarium card. In each Income phase from now on, Susan will also gain a blue Food can from this card as an income bonus.

2. Studying the Encyclopedia



The Player moves their marker along the Encyclopedia track by 1 step. A player may pay 1 Pearl to move the marker up 2 steps. For 2 Pearls, they may move the marker up 3 spaces. The Encyclopedia track branches as it goes along. Players can only move forward on the track so once a player has picked a particular branch to go along, they cannot move back. On 1 space, there could stop more players at the same time, just stacking their tokens. Each step is either a large or small circle. If a player marker moves onto a larger circle, the player takes the Encyclopedia token, if it has not been taken yet. These tokens can be used at any time during the game. If the player does not use the token by the end of the game, they will gain the indicated amount of VPs for each unused Encyclopedia token (as shown on the back of each token). Players do not gain the bonuses pictured on, or next to, the spaces as they move through or stop on them. These bonuses are only obtained through the Pet Shop track, Filter bonus tokens or cards with this symbol [see page 11].



EXAMPLE:

As his third action, John chooses to move along the Encyclopedia track. He decides to pay 2 Pearl tokens to move 3 steps along the track. He decides to go up the middle left branch and so with the first step he lands on a small circle (he does not receive any bonus). On the second step he lands on a large circle with an Encyclopedia token and he takes it. This token will allow him to gain 1 Pearl token. With the last step he moves to the branch to the right of his current position and gains another Encyclopedia token which will allow him to turn 1 Microflora dial and gain 2 Food cans of any colour. He can choose when or if he uses these tokens but they can only be used once per game. If he does not use them, the 2 tokens will be worth the VPs indicated on their reverse sides at the end of the game.

Eventually, a player token may reach the last space of the Encyclopedia track. If that happens, the player's token is moved to the appropriate position on the arrival chart in the top left corner. Players

will gain VPs at game end depending on their order of arrival at the end of the Encyclopedia track. For each extra step a player gains after they have reached the end of the track 2 VPs immediately.

ENCYCLOPEDIA TOKENS

EXPLANATION:

	Gain 1 Pearl		Gain 2 Wool filter tiles
	Gain 1 OP and 1 Food can		Gain 1 Pearl and 1 OP
	Gain 1 turn of a MD and 1 Food can		Gain 2 Aquarium cards and 1 turn of a MD
	Gain 1 turn of a MD and 1 OP		Gain 2 Food cans and 1 turn of a MD
	Gain 1 Wool filter tile and 1 turn of a MD		Gain 3 OPs
	Gain 1 Wool filter tile and 1 OP		Gain 1 Pearl and 1 Food can
	Gain 1 Wool filter tile and 1 Food can		Gain 1 Wool filter tile and 1 Pearl
	Gain 1 Aquarium card and 1 Food can		Gain 1 Wool filter tile and 1 Aquarium card
	Gain 1 Aquarium card and 1 OP		Gain 3 turns of MDs
	Gain 2 turns of MDs		Gain 2 turns of MDs and 1 Pearl
	Gain 1 OP		Gain 1 Aquarium card and 1 Pearl
	Gain 1 Aquarium card and 1 turn of a MD		Gain 1 Aquarium card and 2 OPs
			Gain 1 Aquarium card and 2 turns of MDs

3. Improving the water's Oxygen level



The player moves their Oxygen marker up the Oxygen track 2 steps. The Oxygen marker cannot move beyond the top space and any additional points are lost.

A player may pay 1 Pearl to move the marker up 4 steps. For 3 Pearls, they may move the marker up 7 spaces and gain 1 VP.

4. Gaining Aquarium cards and Food cans



A player takes a Food can of any colour and can choose 2 cards from the common offer of 6 Aquarium cards or from the top of the Aquarium card deck. After a card is taken from the display of Aquarium cards, it is immediately replaced.

A player may pay 1 Pearl to take 3 Aquarium cards and 2 Food cans. For 2 Pearls, they may take 3 Aquarium cards, 3 Food cans and 2 VPs.

5. Advancing on the Pet Shop track



This action allows players to move up the Pet Shop track which is on the right hand side of the Encyclopedia board. A player taking this action has to discard 2 Aquarium cards of the same colour from their hand. Then the player moves their marker up the Pet Shop track to the next level and gains the bonus on the upper part of the new level.

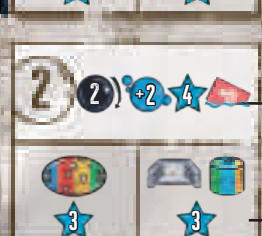
If the player wishes to gain in addition 1 of the 2 lower bonuses for that level they have to discard an additional Aquarium card of the same colour. It is not possible to activate both lower bonuses, only one.



When this icon is triggered (either by Filter bonus tokens, by playing playing an Aquarium card or by going up a level on the Pet Shop track), the player can take the Encyclopedia bonus where their Encyclopedia token is currently located. The bonus is shown to the left of the large spaces and in the circle of the smaller spaces. The bonuses are not gained when a player's token moves through or stops on these spaces. After reaching the top space of Encyclopedia track, player takes its bonus till the end of the game, when it is triggered.



Gain 2 turns of MDs, an Encyclopedia bonus and place an Aquarium card for free.



Gain a Bonus filter tile and 4 VPs / Gain 2 OPs, 1 Food can and 4 VPs.



Gain 2 turns of MDs, 2 OPs, 4 VPs and place a Lionfish card.

Gain a Bonus filter tile and 3 VPs / Gain a Wool filter tile, 1 Food can and 3 VPs.



Gain 1 turn of a MD, an Encyclopedia bonus and 3 VPs.

Gain a Bonus filter tile, 1 Fish card and 1 VP / Gain 1 Pearl, 1 Food can, 1 Fish card and 1 VP.



Gain 1 turn of a MD, an Encyclopedia bonus and 1 VP.

Gain a Bonus filter tile and 1 Fish card / Gain 1 Pearl token, 2 OPs and 1 Fish card.

Starting area



EXAMPLE:

As her third action, Susan chooses to move up the Pet Shop track. She discards two red Aquarium cards from her hand and moves up to the 4th level of the Pet Shop track. She gains the bonus from the upper part – 1 turn of any MD, 1 VP and an Encyclopedia bonus. Her token on the Encyclopedia track is at the starting position, so Susan is granted one more turn of any MD.

Free actions

Free actions can be performed at any time during the game during player's turn or when feeding and any number of times. These actions are pictured in the lower-right corner of the player boards.



Exchange 1 Pearl token for an Aquarium card. After a card is taken from the display, it is immediately replaced.



Exchange 1 Pearl token for any Food can.



Exchange 2 Food cans (any colours) for 1 Food can (of any colour).



Spend 1 OP to refresh the Aquarium card display.

MICROFLORA PHASE

During the Microflora phase, players gain all the bonuses from all of their Microflora dials that point to the active colour for that round as indicated by the Active colour tile of the current round. The bonuses can be obtained in any order.

Whenever it is important within the game state, players gain bonuses in player order (e.g. when taking an Aquarium card from the offer or moving on the Encyclopedia track). Otherwise, players can complete this phase simultaneously.

In the final round, for each MD a player can decide whether they gain the pictured bonus or 2 VPs.



PLAYER ORDER PHASE

The first player is the player who fulfilled the lowest amount of colour requirements in the Microflora phase, the player who fulfilled the second lowest is second and so on. If there is a tie, those players switch their order from the previous round.

INCOME PHASE

Players gain all the bonuses on the cards in their Aquarium that have a picture of a hand on them. This symbol is located in the lower-right section of some Aquarium cards.

FEEDING PHASE

Players must discard Food cans of the appropriate colour back to the supply for each card that is in their Aquarium and that has a feeding requirement in the upper-left corner. As a reward, they gain the number of VPs indicated next to the food requirement on each card. If a player is **not able to feed** the fish in their Aquarium, they still have to pay any Food cans they have and then they lose 4 VPs for each unfed fish. In case player has no VPs yet, he doesn't pay any VPs, his score couldn't be negative.

Free actions can also be performed in this phase.

PREPARATION FOR THE NEXT ROUND

In this phase, preparations are made for the next round.

Flip the active colour tile for the current round face down. The next tile in the row will indicate the active colour for the upcoming round.

Set up the Action circles. In this step the arrows on the Action circles are moved back to the beginning of their tracks. Before you

do this however, take note of the Action circle or circles that have been used the least number of times. The arrows on these are moved to the red box at the beginning of their tracks; the others are moved to point to the grey box. If it is a tie for the Action circle used the least number of times, the arrows on all of those Action circles are moved to the red box. This makes these actions more attractive for the next round. If any of the Action circles end the round with its arrow still pointing at the red box, then place a Pearl token (in next round another Pearl token etc.) on it to make it even more attractive. All other arrows should be pointing to the gray starting boxes.

Leave dice of all players on their action circles and turn them to the empty side to be prepared to be 1's again in the next round.

This phase does not need to be undertaken at the end of the fourth round.



REFRESH OF THE COMMON SUPPLY

Remove the 6 Aquarium cards from the common supply and replace them by drawing 6 new cards from the Aquarium card deck.

END OF THE GAME AND SCORING

After finishing the 4th round, the game ends and the final scoring follows. It is performed with the help of a Scoring tile. Use the side with a brown edge for the Basic scoring variant. For the Advanced scoring variant, use the side with the gold edging.

BASIC SCORING

Players score VPs, in addition to the ones they scored during the game, as follows:

- 1 VP for every Pearl token and 1 VP for every Wool filter tile they have on their filter board.
- VPs from their final position on the Oxygen track.
- VPs from the Encyclopedia track, assuming they have reached the final step.
- 1 VP for every 3 Food cans still in their supply.
- 3 VPs for each row or column filled with Fish cards in their Aquarium.
- The indicated number of VPs from each unused token from the Encyclopedia track they still have.



- VPs from any Lionfish cards they have in their Aquarium.
- VPs from Anemones. They provide 2 VPs for each Clownfish card which is orthogonally adjacent to them (so up to a maximum of 8 VPs). Lionfish cards do not count towards this scoring.
- VPs from Schools of Fish cards. The number of VPs is determined by the total of these cards that are orthogonally adjacent to each other. Each card is only counted once. Count all the groups separately.

ADVANCED SCORING

The beginning of this version of Final Scoring is the same as above. However, Anemones with Clownfish cards and Schools of Fish gain higher VPs.

- Aquatic plants also score and these provide VPs for cards of different colours next to them. For 2 different coloured cards orthogonally adjacent to an Aquatic plant, a player gains 1 VP, for 3 different coloured cards they gain 3 VPs and for 4 different coloured cards they gain 6 VPs. For this purpose, Lionfish cards are considered as a wild colour and so can be counted by the player to be any of the colours.



EXAMPLE: Basic scoring

John has 45 points after the last round. In addition he gains

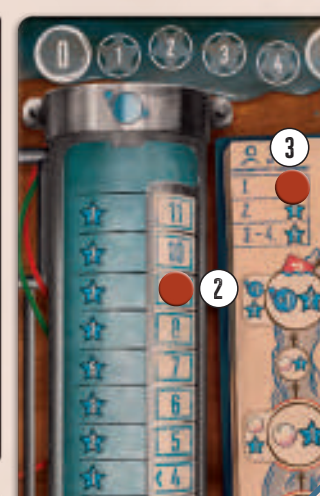
- 5 VPs for his leftover Pearls and Wool filter tiles on his board,
- 7 VPs for his position on the Oxygen track,
- 12 VPs as he was the first to reach the top of the Encyclopedia track,
- 1 VP for his leftover Food cans and
- 3 VPs for one column filled with cards.
- He has no unused Encyclopedia tokens, so he gets no VPs for them.
- Then he scores his Lionfish card and gets 3 VPs for each blue card he has, so he gets 15 VPs, which is maximum possible.
- For the Anemones he gains 4 VPs.
- Finally he gains 4 VPs for his School of fish cards. John's final score is 96 VP.



EXAMPLE: Advanced scoring

In Advanced scoring John would get the same amount of VPs for Food cans, Pearls, Wool filter tiles, Oxygen track, Encyclopedia track and tokens, the column of cards and the Lionfish.

- For Anemones he would get 6 VPs and
- for the School of fish cards he would get 9 VPs.
- Finally, for the Aquatic plants he would get 6 VPs. John's final score is 109 VPs.



SOLO GAME

Designed by Vladimír Suchý

The solo game is played against an automa which simulates a real player. The actions the automa takes are determined by revealing one of the 8 tiles from the SOLO tiles pile.

GAME SET UP

Prepare the main board, the Encyclopedia board, the token supply and the Lionfish card supply the same way as in a 2-player game. Lay out the common offer of Aquarium cards in two rows of three cards. Choose a colour and prepare your playing area as usual. Beside the main board, near your playing area, place the deck of SOLO mode tiles. Next, get a die in a different colour to yours and place a marker of that colour on the start of the Encyclopedia track.

Draw 2 random Starting tiles for you. Also draw 1 Starting tile for the automa but do not look at it. Then, choose one of your Starting tiles and discard the other one. Compare your Starting tile and the Starting tile of the automa. Whichever has the lower number is the Starting player. Put your and automa's marker on Player order track. You may then take the starting resources shown on your Starting tile.

ACTION PHASE

On the automa's turn, reveal the top SOLO mode tile and move the automa's die to the action circle which is depicted on it. The arrow of that action circle is then turned one space clockwise as it would be done in the multiplayer game. If there are additional actions depicted on the SOLO tile, these should then be taken.

The solo player's turn is taken in exactly the same manner as it would be in a multiplayer game.

As soon as you have taken four actions, complete all the other phases that would normally be taken at the end of a round. If you managed to gain **5 or more** Microflora bonuses, then, you will be the starting player for the next round, otherwise the automa will play first.

There is a total of 8 SOLO mode tiles. **After the second round**, shuffle the discard pile and form a new draw pile.

At the start of the third round, shuffle the Lionfish cards in the offer and randomly discard one of them. Put the rest of them back in the offer. **At the start of the fourth round**, repeat this process and randomly discard another card from the offer and return the rest to the offer. This happens only when there are more than 2 Lionfish cards in the offer.

SOLO MODE TILES

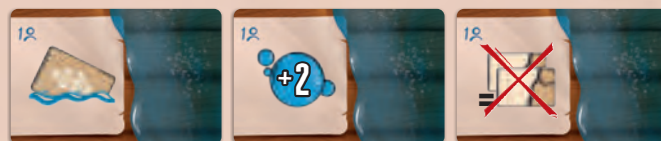
The SOLO mode tiles control the movement of the automa die. The icon in the centre of the tile shows the action circle on which the die must be placed. If the die is placed on an outside action circle, the arrow rotates one space clockwise as it normally would. The icons on the right (if any) shows additional actions, that must be performed.



Icon of the action circle

Additional action

In the pile, there are the following types of tiles:

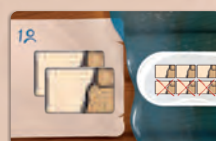


Move the automa die to the depicted action circle and rotate arrow on it one space clockwise. No additional action is to be performed.



Move the automa die to the depicted action circle and rotate arrow on it one space clockwise. Then, move the automa marker on the Encyclopedia track two

steps forward in the indicated direction (if a branch is reached, the automa's marker will move in the direction of the arrow shown on the tile, i.e. left or right). If the marker moves onto a larger circle, remove the Encyclopedia token, if it has not been taken yet.



Move the automa die to the depicted action circle and rotate arrow on it one space clockwise. Then, discard the bottom row of the Aquarium card supply. Draw three new cards and form a row above the remaining one.



Move the automa die to the central action circle. Then move the automa marker on the Encyclopedia track one step forward in the indicated direction. If the marker

moves onto a larger circle, remove the Encyclopedia token, if it has not been taken yet.



Move the automa die clockwise to the adjacent action circle and rotate arrow on it one space clockwise. If the die is currently on the *Studying the Encyclopedia* action or *Gaining Aquarium cards* action, perform the corresponding additional actions. If the die was on the central action circle when this tile is revealed, move it to the action circle indicated by the icon on the top right (*Studying the Encyclopedia*, in this case).



Same as above, but move the die anti-clockwise to the adjacent action circle. If the die was on the central action circle when this tile is revealed, move it to the action circle indicated by the icon on the top right (*Gaining Aquarium cards*, in this case).



EXAMPLE:

John reveals this automa tile. The main action icon indicates he should move the automa die clockwise to the next adjacent action circle. He does that, then he rotates the circle one space as he normally would. As the action is *Studying the Encyclopedia*, he performs the additional action and moves the automa marker on the *Encyclopedia* track two steps. He chooses the leftmost direction as instructed and removes the token from the track.



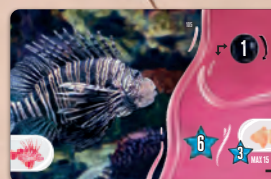
END SCORING

Player counts his final score the same way as in game of more players. He could choose the type of scoring – basic or advanced. When the automa's marker reached the top space of *Encyclopedia* track earlier than player's marker, player gains 8 VPs for his 2nd space.

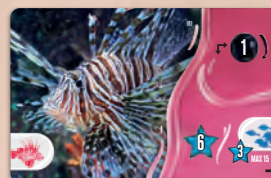
Basic (Advanced) scoring:

150 (170) – Good for start
160 (180) – OK, you will be better next time
170 (190) – Nice score
180 (200) – Great score
190 (210) – Excellent score

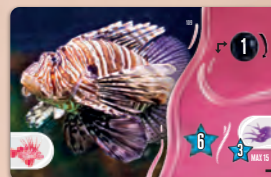
LIONFISH OVERVIEW



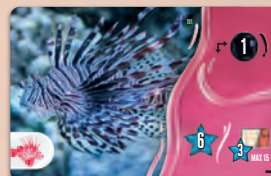
6 VPs / 3 VPs for each Clownfish card in player's Aquarium up to maximum of 15 VPs.



6 VPs / 3 VPs for each School of fish card in player's Aquarium up to maximum of 15 VPs. They don't have to be adjacent to each other.



6 VPs / 3 VPs for each Anemone card in player's Aquarium up to maximum of 15 VPs.



6 VPs / 3 VPs for each red card in player's Aquarium up to maximum of 15 VPs. Lionfish cards do not count towards this scoring.

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ICONS OVERVIEW



Clownfish



Aquatic plant



Anemone



School of fish



Lionfish



Gain an Aquarium Card



Aquarium Card of a specific colour



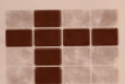
Discard two Aquarium Cards of the same colour



Place an Aquarium Card into your Aquarium



Place a Lionfish Card into your Aquarium



Row/column of cards in your Aquarium



Move your Oxygen marker up the Oxygen track



Move your Oxygen marker down the Oxygen track



Move your marker along the Encyclopedia track



Gain the Encyclopedia bonus



Advance on the Pet Shop track and gain the bonus



Gain a Food can of an indicated colour



Gain a Food can of any colour



Pay a food can of an indicated colour



Gain a Pearl



Pay a Pearl



Income



Gain a Bonus filter tile of an indicated colour



Gain a Bonus filter tile of any colour



Gain a Wool filter tile



Turn a Microflora dial in the same row/column as just placed card



Turn any Microflora dial



Active colour of the round



Gain a Victory point



Lose a Victory point



Number of Players



A Player die