

Rulebook

# Aquarium



10+



2-6



45 min

## Presentation

What fabulous fish and phenomenal plants! Wouldn't it be simply superb to have them all in your Aquarium?

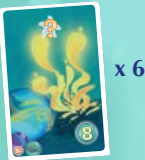
In Aquarium, players attempt to acquire the most beautiful fish collection and have the most stars at the end of the game. Keep the other players away from the fish you want and victory will be yours!

## Contents

### 84 Fish cards



### 18 Plant cards



### 4 Food Cost cards



### 4 Feeding Time! cards



### 54 Action cards (1 set per player)



### 1 Pet shop board



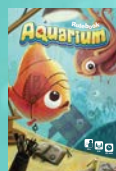
### 80 beads

- 40 blue (value 1)
- 40 clear (value 5)

### 6 player screens



### This rulebook



# Intro Game Setup


## 1. Pet shop board and the bank

Place the pet shop board in the middle of the table. Place the beads nearby as the bank.

## 2. Player setup

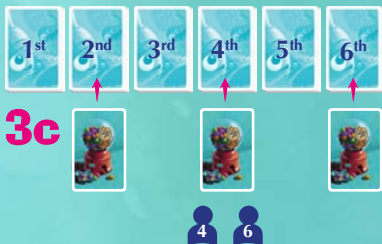
Each player takes a set of 9 Action cards and a screen in the color of their choice. Each player also takes 2 clear beads (value 5) and 5 blue beads (value 1). Beads should be kept hidden behind your screen throughout the game. Players may also make change at any time.

## 3. The Aquarium deck

**3a.** Set aside the Food Cost, Feeding Time!, Fishybank, and Rainbow Fish cards. When playing with fewer than 5 players, also set aside any cards showing this icon  (i.e., 2 of each fish and 2 of each plant).

**3b.** For each of the four colors of fish, take 2 copies of the 1★ fish. Shuffle these and distribute one at random to each player. Return the rest to the pile.

**3c.** Shuffle all remaining cards and split the deck into: 6 piles with 4 and 6 players; or 8 piles with 2, 3 and 5 players. Then, shuffle a Feeding Time! card into the 2<sup>nd</sup>, 4<sup>th</sup>, and 6<sup>th</sup> piles (and 8<sup>th</sup>, if present). Stack these piles to create the aquarium deck, starting with the 6<sup>th</sup> (8<sup>th</sup>) at the bottom and 1<sup>st</sup> pile on top.



## 4. Unused cards and pieces

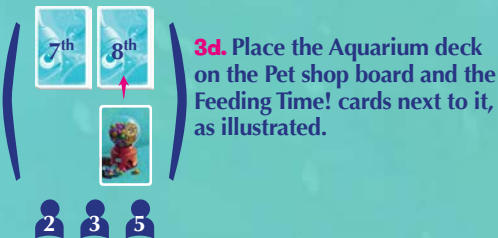
Return any unused cards and pieces to the box.

## 5. The start player

Whoever can hold their breath the longest becomes the start player.

## INTRO, NORMAL, ADVANCED

This rulebook presents the game to you through three modes: Intro, Normal, Advanced. The intro game presents the core gameplay. Once you understand how to play the game, the other modes add some fun twists.



**3d.** Place the Aquarium deck on the Pet shop board and the Feeding Time! cards next to it, as illustrated.

## Overview and Playing the Game

(Some extra rules are required to play with only 2 players, see page 11 for more information.)

Aquarium is played over 3 or 4 rounds. Each round is divided into a variable number of player turns. On their turns, players either pass to gain some beads and add cards to the pet shop, or try to buy all the cards from the pet shop. Whenever a player attempts to buy the pet shop cards, every other player gets to influence first what is in the pet shop and then its final price. A round ends once all players have fed their fish after revealing a Feeding Time! card. The game ends after players have fed their fish after revealing the last Feeding Time! card.

## The Pet Shop

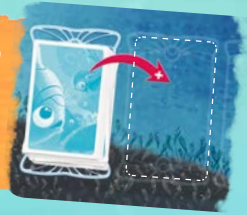
Players will buy Fish and Plant cards from the pet shop. Each of these cards has a value and a number of stars. Collecting different Fish to form sets of the same size or color will give you more stars at the end of the game, while a variety of Plant types will not only give you stars, but also help you feed your fish.



The start player begins, followed by the next player to her left and so forth.

## Player Turn

**Before your turn:** If no faceup cards are available on the pet shop board, reveal the top card from the Aquarium deck and place it faceup on the first space of the pet shop board, next to the Aquarium deck. This usually happens at the beginning of the game and after a player buys the fish from the pet shop.



On your turn, you must either **Pass** or **Buy!**

## Pass

If, for any reason whatsoever, you do not wish to buy the cards in the pet shop, you can pass. Take 2 blue beads from the bank. Then reveal the first card from the Aquarium deck and place it faceup on the first available space in the pet shop. It is now the next player's turn in clockwise order.

**What if 5 cards are in the pet shop:** When there are 5 cards in the pet shop, you may not pass. If you are not interested in these five cards, discard them. Then, reveal the top card from the Aquarium deck and place it faceup in the pet shop. Finally, choose between passing or buying.

## Buy!

When you are interested by the cards in the pet shop, you can try to buy them. Before buying the cards, every other player has the chance to influence the cards in the pet shop (**Phase I**) and the total price (**Phase II**). After completing these two phases, you then decide whether you buy all the cards in the pet shop, or not.

## Phase I Cards

### INFLUENCING THE PET SHOP, OR HOW MANY FISH WILL YOU BUY?

The other players now simultaneously choose one of their **Phase I** Action cards and place it facedown in front of them. One at a time starting with the player to your left, each card is revealed and resolved. The effect of all Action cards is mandatory and must be resolved if possible.

#### 1 The Phase I Action cards



**One more fish:** The buyer reveals the top card from the Aquarium deck and adds it to the pet shop.

**Note:** This card has no effect if there are already **five** cards in the pet shop.



**One fewer fish:** The buyer removes and discards one fish (**not a plant**) from the pet shop.

**Note:** This card has no effect if there is only **one** card in the pet shop.



**Replacement fish:** The one who played this card removes and discards a fish of their choice (**not a plant**) from the pet shop and replaces it with the first card from the Aquarium deck.



**Fish swap:** The one who played this card exchanges a fish (**not a plant**) from their own aquarium with a fish (**not a plant**) of their choice from the pet shop.



**Pass:** The one who played this card passes and does not influence the pet shop.

**Note:** The Pass card is the only card that returns to a player's hand immediately after being played.

## Phase II Cards

### INFLUENCING THE PRICE, OR HOW MUCH WILL THESE FISH COST?

The other players now simultaneously choose one of their **Phase II** Action cards and place it facedown in front of them. All those cards are then revealed simultaneously and resolved.

#### II The Phase II Action cards



**Price increase +1:** The price of the pet shop increases by 1.



**Price reduction -1:** The price of the pet shop is reduced by 1 and the one who played this card takes 1 blue bead from the bank.

**Note:** The cost may drop to 0, but may never be lower than that.



**Double the price x2:** The price of the pet shop is doubled.



**Half price 1/2:** The price of the pet shop is divided by 2 (rounded up). If the buyer decides to buy the cards, she will pay the final price to the one who played this card instead of the bank.



**Pass:** The one who played this card passes and does not influence the final price.

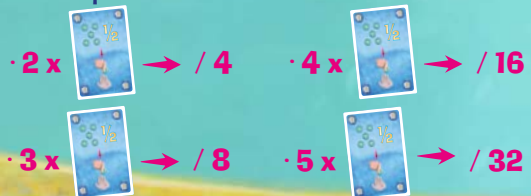
**Note:** The Pass card is the only card that returns to a player's hand immediately after being played.

#### II How to apply the Phase II cards

- The effects of **Phase II** cards are cumulative.
- The **Phase II** cards are always resolved in this order, also listed on the board:

II  $\rightarrow$   $\div 1$  cards first, then  $\rightarrow$   $\times 2$  cards, and finally  $\rightarrow$   $\div 2$  cards.

- If more than one Half Price card is played on the same turn, the final price will be divided as many times as the number of Half Price cards played. The final price paid by the buyer will be split among those who played a Half Price card. The amount each player receives is rounded up, with the bank paying for any extra beads required.



## Determining the Final Price

The final price is determined by finding the initial price (add the value of all Fish and Plant cards in the pet shop) and then applying the Phase II cards in order.

1. Find out the initial price by adding the value of the cards in the pet shop.

$2 + 3 + 8 = 13$  ← INITIAL PRICE

2. Apply all the "+1" and "-1" cards.  $13 + 1 = 14$



3. Then apply the "x2" cards.  $14 \times 2 = 28$



4. Finally, apply the "1/2" cards.

$28 / 2 = 14$

FINAL PRICE



## To buy or not to buy?

Once the final offer and price have been determined, you (the buyer) now decide whether or not you will buy the cards from the pet shop:

- If you choose to buy the cards, add all the cards from the pet shop to your aquarium and pay the final price to the bank, or to the player(s) that played a Half Price card. Play then continues with the next player in clockwise order.
- If you choose not to buy the cards from the pet shop, your turn ends immediately and play continues with the next player in clockwise order. Choosing not to buy is not the same as passing; as such, you neither take 2 beads nor add a card to the pet shop.



Except for the Pass card, all Action cards (Phase I or II) are kept in personal facedown discard piles for now.

## Feeding Time!



Whenever a Feeding Time! card is revealed from the Aquarium deck, **the game pauses immediately**. This can happen anytime, and when it happens, everyone must feed their fish! To feed your fish, you need to buy fish food, and the price of such a rare commodity can fluctuate wildly.

## What about plants?



It is during feeding time that plants become very useful! For each plant in your aquarium, you can keep one fish alive for free (**regardless of the plant and fish size**). The plant provides enough oxygen and food to feed that fish.

## Determining the price of food

1. Shuffle all four Food Cost cards and draw one to determine the current price of fish food.



“3”  
Current  
cost of  
fish food

2. Feeding a fish costs the current cost of fish food multiplied by the size of the fish (the number in the blue bead: 1, 2, or 3... a bigger fish needs more food than a small one!).



3. Each player calculates this cost for each fish in their aquarium and pays the total amount to the bank.

$$6+9+3 = 18$$

Total amount to be paid to the bank

**Note:** If you do not want or are unable to feed all your fish, the unfed fish are discarded after you find them floating at the surface of your aquarium.



4. After feeding their fish, each player takes all of their **Phase I** and **Phase II** Action cards back in their hand.

5. The Feeding Time! card is **replaced** with the next card from the Aquarium deck and play resumes normally.

## Game End

After the last Feeding Time! card is revealed (3<sup>rd</sup> card with 4 and 6 players; 4<sup>th</sup> card with 2, 3, and 5), all players must feed their fish one last time before the final scoring.



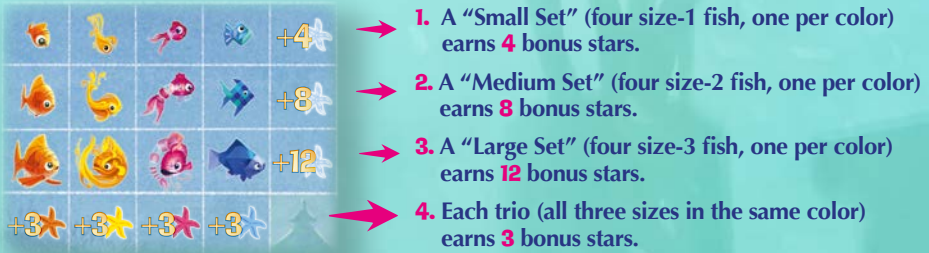
## Final Scoring

To find out their final score, players first set aside all unfed fish; they are not worth any stars. Then, they add the number of stars on their fish, to which they add their bonus stars for the number of plant types they have. Finally, they earn bonus stars for the sets and trios (both depicted on the player screen) they've been able to collect.

After adding the stars earned by their fish, players score 1 star for one plant type, 3 stars for two types, and 6 stars for 3 types.



Finally, they score bonus stars for their fish in the following way:



**Note:** A fish may be part of both 1 set and 1 trio.



This Aquarium is worth 16★ stars:

- 10 stars for the fish.
- 3 bonus stars for the 2 plant types (the player has 3 plants, but only 2 types).
- 3 bonus stars for the yellow trio.

## Winner

The players who has the most stars wins the game. In case of a tie, the tied player with the fewest beads (●) wins (reminder: a clear bead is worth 5 blue beads).

## Normal Game

The normal game introduces two new elements: the Fishybank and the Breeding Tank. All other rules remain unchanged.

## Game Setup

For step **3a** of the setup, leave all Fishybank cards in the Aquarium deck (removing the cards if playing with fewer than 5 players).

All other steps of the setup remain unchanged.

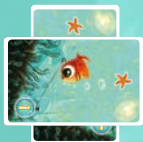
## The Fishybank



The Fishybank is a unique species of fish. It will help you get more beads when you pass. Whenever you choose to pass on your turn, you receive one extra blue bead for each Fishybank in your aquarium. Like all other fish in your aquarium, it must be fed.

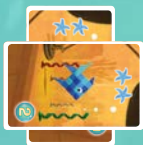
However, it is not part of any sets at the end of the game and it may not breed (see Breeding Tank below).

## The Breeding Tank



Whenever you obtain a fish that would give you 2 identical fish (same color and same size) in your aquarium, you must choose at that moment to either: keep these 2 fish in your aquarium, or move them into your “personal breeding tank.” If you decide to move the 2 fish into your breeding tank, arrange them so that they form a cross.

Those fish are no longer part of your aquarium: they no longer need to be fed, but they will not earn you stars at the end of the game.



Instead, they now earn you beads!

At the beginning of your turn (after revealing a card if the pet shop is empty), you earn 1, 2, or 3 blue beads. The number of beads received matches the size of the breeding pair.

A new baby fish was born and sold to a local... pet shop!



**Note:** Fish moved to a breeding tank stay there until the end of the game. You may only ever have one pair of fish in your breeding tank, but you may “upgrade” the fish present for bigger fish. Simply discard the two fish that were there to make room for the new ones.

## Advanced Game

The advanced game introduces the Rainbow fish. All other rules remain unchanged.

## Game Setup

For step **3b** of the setup, leave all the size-1 fish in the Aquarium deck. Instead, give each player one Rainbow Fish to begin the game with.

## Rainbow Fish



The Rainbow Fish is a special kind of fish. It is worth more stars at the end of the game and counts as a size-1 fish of any color. It adopts the color of your choice at the end of the game to be used in 1 Small Set (size 1) and/or 1 trio, or during the game to easily create a size-1 Breeding Tank pair.

## Playing with 2 Players

### Game Setup

**Reminder:** The 2-player game is played as if you were playing with 3 or 4 players (i.e., you remove 2 copies of each fish and plant). You also play with 8 piles.

In addition, take 2 more sets of Action cards and sort them in two Influence decks by sorting them as such:

1. All **Phase I** cards and the Pass card from one set in one deck.
2. All **Phase II** cards and the Pass card from the other set in the other deck.

## Gameplay

Whenever a player chooses to buy the pet shop, their opponent will play a facedown **Phase I** along with the top card from the **Phase I** Influence deck, also played facedown. Starting with the random Influence card, both cards must be applied if possible, as if the opponent had played them.

After the pet shop has been influenced, the price is influenced in the same manner, with the opponent playing a facedown **Phase II** card along with the top card from the **Phase II** Influence deck. Reveal both cards at the same time and adjust the price of the pet shop as usual, as if the opponent had played them.

After an Influence card is played, it is shuffled back into the deck from which it was drawn.



## CREDITS

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**Z-MAN**  
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