

Leave plenty of room in front of each player for them to place cards in a 3 x 6 grid that will make up their aquarium.

Give each player 1 Store Coupon Card, 1 Swap Store Card, and \$8. The person who last visited an aquarium gets the 1st Player Fish Token.

You are now ready to begin.

## Object of the Game

The object of the game is to purchase and then place Fish Cards in a 3 x 6 grid in a way that will earn you the most points. Different cards earn different amounts of points depending on the way that they are placed.

## The Game Turn

Starting with the player who has the 1st Player Fish Token, play proceeds clockwise around the table. On his turn, a player must either:

- Purchase a Fish Card from the Fish Store for the price indicated above the card and then place it in front of him in his Aquarium. The player then collects the money indicated on the top right corner of the Fish Card.
- Discard a Fish Card from the Fish Store to the Discard Pile without paying the cost of the card and collect \$3. A player may not discard a Fish Card if he has more than \$15.

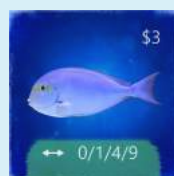
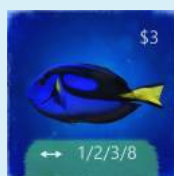
Once all Fish Cards have either been purchased or discarded from the Fish Store, the Fish Store is replenished with 8 new Fish Cards (6 for a 3 person game), and the 1st Player Fish Token is passed to the next player in clockwise order. That player now goes first. If there are not enough cards to replenish the Fish Store, the Discard Pile is shuffled into a new Fish Card Deck.

## Placing a Card

After placing the first Fish Card, the second and each subsequent Fish Card must be placed orthogonally adjacent (up, down, left or right) to an existing Fish Card in the Aquarium. The Aquarium may never exceed 3 rows or 6 columns with the exception of Light and Heater Cards - see card explanations on the next page.

## Fish Cards

### Row Fish



Row fish score points based on the number of the same fish in the same row. The fish do not have to be next to each other in the row. For instance, the above example where green boxes represent one type of row fish and black do not would score maximum points.