

The Coupon can be used once per game during a players turn to receive \$3 off the price of any fish that is \$6 or more in the Fish Store. Flip the card over once it has been used.

The Swap Store Card can be used once per game before any players turn to swap the contents of the Fish Store between the top and bottom rows. Thus the \$8 fish and \$2 fish swap places, the \$7 and \$3 fish swap places. etc... Flip the card over once it has been used.

## End of Game

The game ends when a player completely fills their 3 x 6 Aquarium. If that player is not the last player (immediately to the right of the player with the 1st player token), play continues in the current round until the last player has completed their turn.

## Calculating Scores



Use the score pad to add up points for each player.

- Score all Row Cards in each row and remember that the cards do not have to be next to each other. Thus the 4 Row Cards in Row 1 above would score full points for having 4 cards in one row.
- Score all Column Cards in each column and remember that the cards do not have to be next to each other.
- Score all School Cards where the cards are next to each other. In the above example the school in columns 1-3 would score full points.
- Score for any pairs of Anemone and Clown Fish Cards that are next to each other.
- Score 2 points for each Fish Card with a light bulb icon in a column with a Light Card at the top of the column.
- Score 2 points for each Fish Card with a flame icon in a row with a Heater Card to the left of the row.
- The player who completed their Aquarium first gets 5 bonus points.

The player with the highest total score wins!