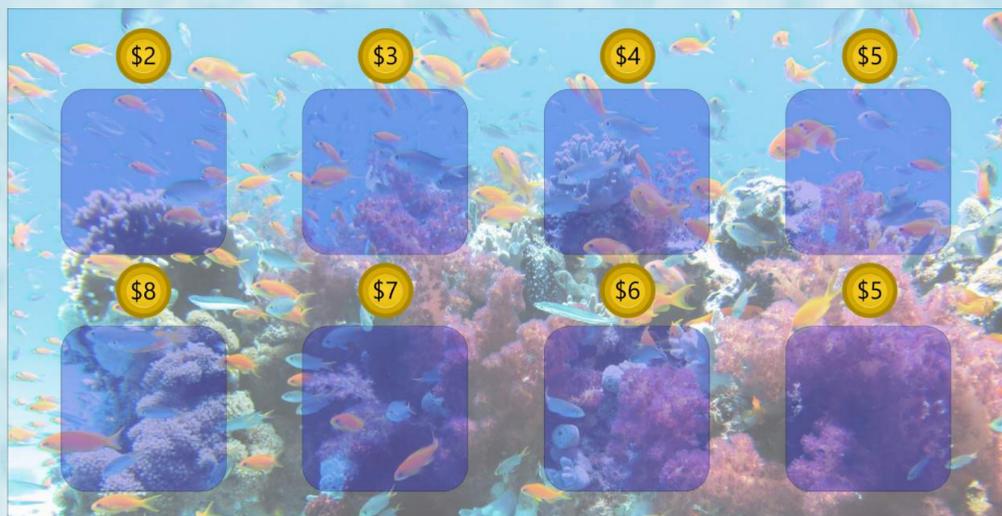


AQUASCAPE

Compete against your family and friends to create the most beautiful aquarium. But will you be able to add the right combination of fish while managing your money? Make your choices wisely, and build the aquarium of your dreams!

Components



1 Fish Store Board



112 Aquarium Cards

4 Coupon and Swap Cards

- 1 1st Player Fish Token
- 108 Coins
- 1 Score Pad

Setting Up the Game

Place the Fish Store in the center of the table. Shuffle the Aquarium Cards and place 8 cards in the spaces from \$2 through \$8. For a three person game, only place 6 cards in the spaces from \$3 through \$7. Place the remaining Aquarium Cards in a deck next to the Fish Store. Leave enough room to create a Discard Pile. Put the coins in the center of the table next to the Fish Store.

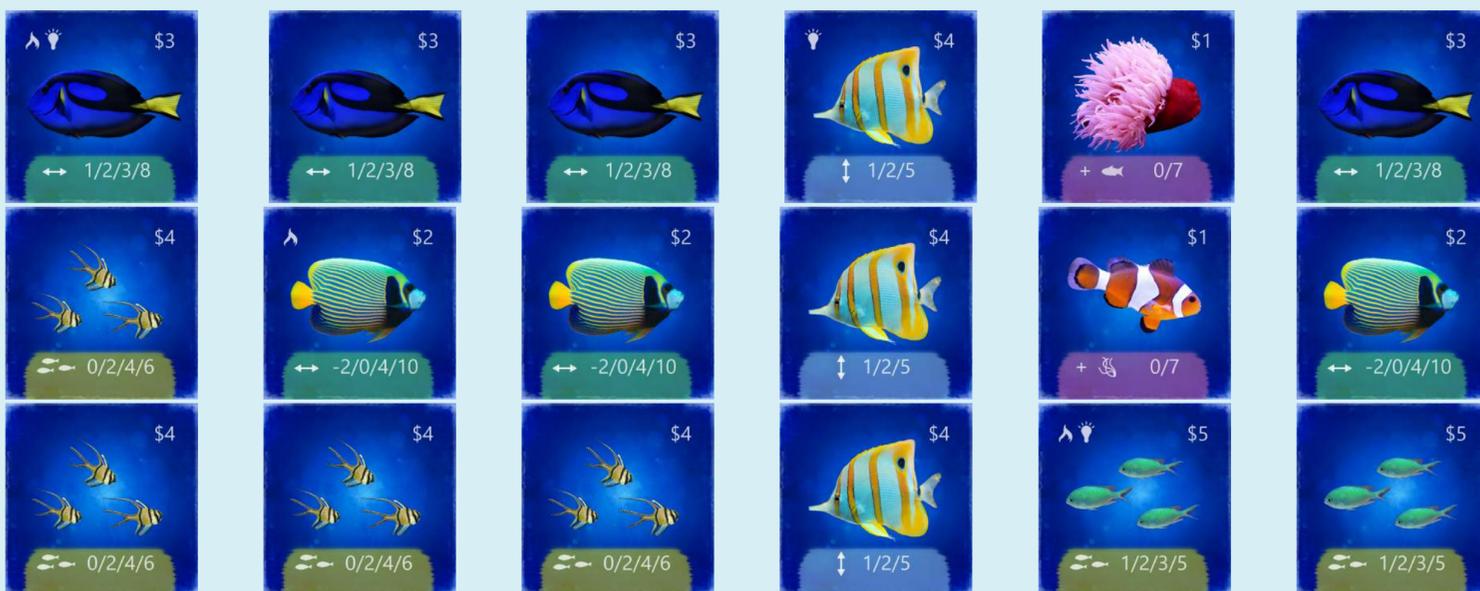
Leave plenty of room in front of each player for them to place cards in a 3 x 6 grid that will make up their personal Aquarium.

Give each player 1 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 place Aquarium Cards in a 3 x 6 grid in a way that will earn you the most points. This 3 x 6 grid is called your Aquarium - an example of a completed aquarium is shown below. Different cards earn different points depending on the way that they are placed and the person whose aquarium is worth the most points at the end of the game will win.



The Game Turn

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

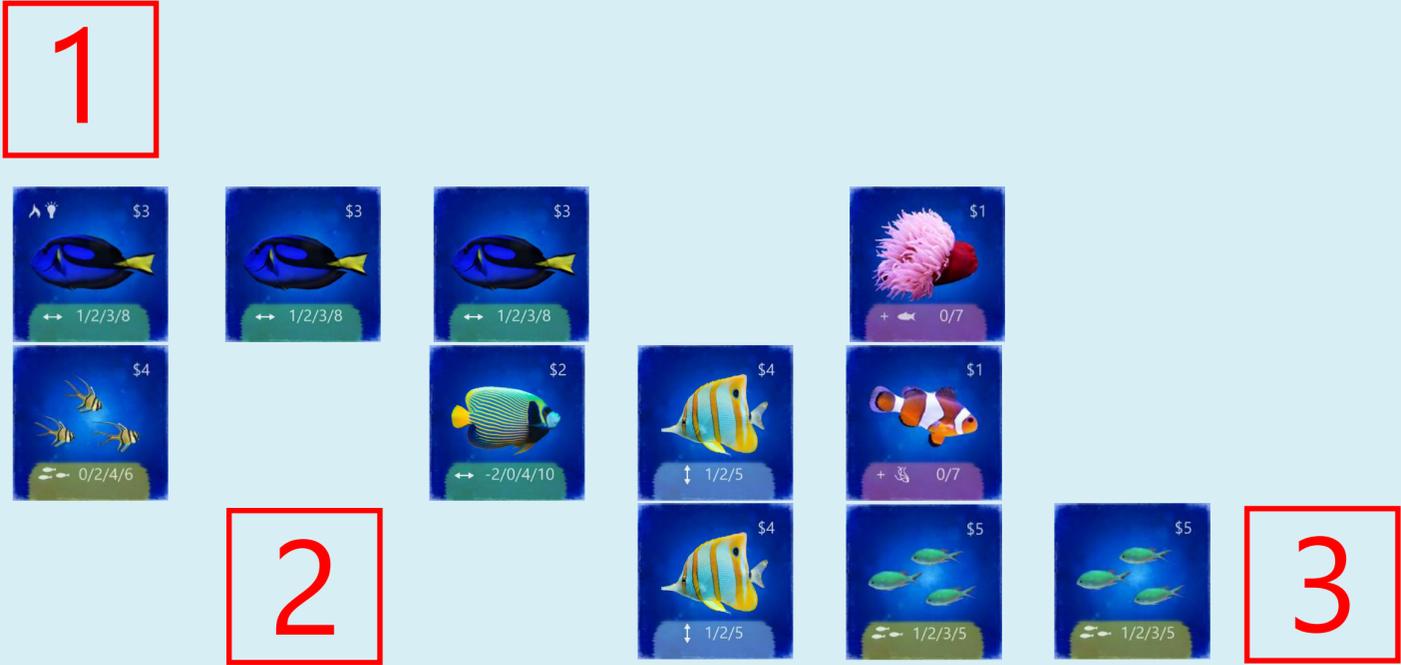
- Purchase an Aquarium Card from the Fish Store for the price indicated above the card and then place it in front of them in their Aquarium. The player then collects the money indicated on the top right corner of the Aquarium Card.
- Discard an Aquarium Card from the Fish Store to the Discard Pile without paying the cost of the card and collect \$3.

Once all Aquarium Cards have either been purchased or discarded from the Fish Store, the Fish Store is replenished with 8 new Aquarium 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 Aquarium Deck.

Placing a Card

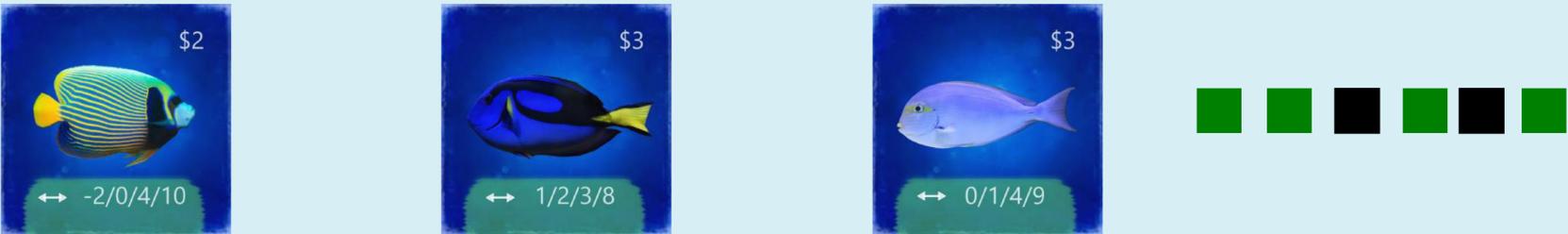
After placing the first Aquarium Card in your Aquarium, the second and each subsequent Aquarium Card must be placed orthogonally adjacent (up, down, left or right) to an existing Aquarium Card. The Aquarium may never exceed 3 rows or 6 columns. The examples shown below are invalid placements.

1. The card would cause the aquarium to exceed 4 rows.
2. The card would not be orthogonally adjacent to another card.
3. The card would cause the aquarium to exceed 6 columns.



Aquarium Cards

Row Fish



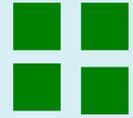
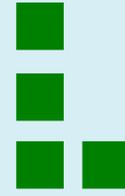
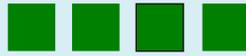
Row Fish score points based on the number of the same fish in the same row. The fish do not have to be adjacent to each other in the row. For instance, the above example where green boxes represent one type of row fish and black do not would score maximum points.

Column Fish



Column Fish score points based on the number of the same fish in the same column. The fish do not have to be adjacent to each other in the column.

School Fish



School Fish score points as long as they are adjacent to each other in any layout. Examples shown above are all layouts that would score maximum points.

Anemones and Clown Fish



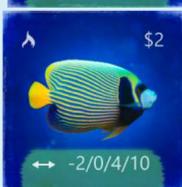
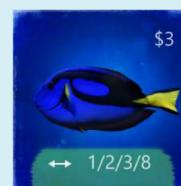
Anemones and Clown Fish score 7 points for each pair of two cards if they are placed directly adjacent to each other (left, right, up or down). An Anemone without an adjacent Clown Fish or a Clown Fish without an adjacent Anemone would score 0 points. Multiple Clown Fish adjacent to one Anemone do not score extra points. Thus one Anemone with two adjacent Clown Fish would still score 7 points.

Lights



Some fish show their colors especially well with the correct lighting. When lights are purchased from the Fish Store, they are placed above a column and score 2 points for each Aquarium Card with a light bulb icon in the column. Lights do not have to be placed adjacent to another card, but the column they are placed above must have at least one card. Thus, a column with a light could have 4 cards, and is an exception to the 3 row limit to the Aquarium.

In the example below, the first two lights are valid placements but the third is not since there are no Aquarium cards in that column.



Coupon and Reverse Shop Cards



The Coupon may be used once per game during a player's turn to receive \$3 off the price of any Aquarium Card that is \$6 or more in the Fish Store. Flip the card over once it has been used.

The Swap Store Card may be played once per game at any time before any player takes an Aquarium Card from the Fish Store. The Fish Store does not have to be full. Using the Swap Store Card swaps all the cards that are in the Fish Store from the top row to the bottom row. Thus, the \$8 card would become \$2 and vice versa; the \$7 card would become \$3 and vice versa, etc... You may play the Swap Store Card before you take an Aquarium Card to make a card less expensive for you to purchase, or you may play it before an opponent takes an Aquarium Card to potentially make a card they want more expensive. 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 Fish and remember that the fish do not have to be adjacent to each other. Thus the 4 Row Cards in Row 1 above would score the full 8 points for having 4 cards in one row.
- Score all Column Fish in each column and remember that the fish do not have to be adjacent to each other.
- Score all School Fish where the cards are next to each other. In the above example the school in columns 1-3 would score full points for 4 cards.
- Score for any pairs of Anemone and Clown Fish that are adjacent to each other.
- Score 2 points for each Aquarium Card with a light bulb icon in a column with a Light at the top of the column.
- The player who completed their aquarium first gets 5 bonus points.

The player with the most points wins!

Solo Gameplay

Aquascape can be enjoyed as a single player game with the following modifications:

Setup

- Draw 32 Aquarium Cards from the Aquarium Deck and place the rest of the Aquarium Cards aside
- Start with \$12 instead of \$8
- Start with 1 Fish Store Coupon, but no Swap Store Cards

Gameplay

- Discarding a fish earns \$1 instead of \$3
- When the 32 card Aquarium Deck is empty, the game ends
- Score 5 bonus points if you completely fill your Aquarium with eighteen fish

Final Score

30-35 - Good - You've built a very nice aquarium.

36-40 - Great - Your aquarium is beautiful and something to be proud of!

>40 - Spectacular - Your aquarium is truly a sight to behold!

Types of Fish

Emperor Angelfish



The Emperor Angelfish is a beautifully colored fish that can reach up to 12" in length in a home aquarium. There should only be one male per tank as they can become semi-aggressive.

Blue Tang



Blue Tangs can be very active fish that explore all areas of the tank, however they also like having hiding places among rocks and other decorations.

Surgeonfish



Surgeonfish have great personalities and will often come to the front of the tank when they see people or at feeding times.

Yellow Tang



One of the most popular saltwater fish for the home aquarium, the beautiful and peaceful yellow tang makes a wonderful addition to any tank.

Butterfly Fish



The butterfly fish makes a great addition to most community tanks. It uses its long, narrow mouth to search for food in tight spaces.

Lionfish



Lionfish are hardy and adapt well to a home aquarium. Care must be taken when handling these fish, as their top fins are venomous and can cause a painful sting.

Blue Green Chromis



Peaceful and easy to care for, the blue green chromis can live for up to 15 years in a home aquarium.

Cardinalfish



One of the few saltwater fish that does well in small schools in a home aquarium. Cardinalfish need lots of rocks and plants to offer a variety of hiding places.

Clownfish



The most popular saltwater aquarium fish, and for good reason. Many species of clownfish are now bred completely in captivity which helps preserve the remaining coral reefs.

Sea Anemone



While sea anemones are known for providing protection to clownfish, they can have the same symbiotic relationship with other types of fish such as gobies and cardinalfish.