

Aquarium Designer

Players: 1-5

Playing time: 15 minutes

Ages: 7+

Game Design: Tetsuya Iida

Game Mechanics: Worker Placement

Story

You are a new designer who design a new aquarium. Let's design a nice aquarium that everyone can enjoy!

Components

- 6 Entrance Cards
- 40 Layout Cards
- This rule book

Goal

Both kinds of cards, Entrance and Layout Cards, are divided into four sections. In each of these four sections, there will be a colored area and perhaps an animal. Players design an aquarium by laying cards adjacent to each other and aim to earn points by connecting the cards in such a way as to link as many matching areas as possible and by having at least two animals in a given chain of colored areas.

Set up

- Deal an Entrance Card to each player. (If you don't use all the Entrance Cards, set the unused cards aside)
- Each player places their own Entrance Card in a direction they like.
- Shuffle all the Layout Cards and put them as a deck in center.
- The player who went to an aquarium most recently goes first and the other players continue clockwise.

How to play

The one whole game has 8 rounds. Play the game according to the following rules.

1. Preparation for a round

For each player who is playing the game, draw one Layout Card from the deck. Take these cards and place them down so that everyone can see them. Take the top card on the deck of layout cards and flip it over so that it is still on top of the deck but that it is visible.

2. Drawing cards

Starting with the first player, each player chooses either "Draw a Card" or "Pass". Players can only choose "Pass" one time per round. Note that players can only draw face-up Layout Cards except on the top of the deck. Continue until all the players have drawn one Layout card. The maximum

number of turns that it can take until everyone has a Layout Card is two. The player who draws a card last will go first in the next round.

[Example] *See Japanese rules.

When we have four players and if the first player chooses "Draw a Card", the second player chooses "Pass", the third player chooses "Pass", and the fourth player chooses "Draw a Card" in the first turn, the only remaining choices that players can take are for the first player to "Pass", for the second player to "Draw a Card", for the third player to "Draw a Card", and the fourth player to "Pass." The third player will be the first player in the next round.

3. Laying out cards

Players put the cards they get in the following way.

- The newly obtained card and the cards which they have already placed should touch on one side.
- When a card is placed, it must line up perfectly with another card. In other words, it cannot be touching two cards along one side.
- You can place the card in any direction so long as it is connected at one side to an already placed card.
- Even if the colored areas which are next to each other are not the same, they can be connected.
- Cards should be placed within inside of an area of 3×3 cards, so a player should not have 4 cards or more in a row.
- The Entrance Cards don't have to be in the center of the 3×3 area.
- Players cannot change the direction or the placement of a card after they already put them down.

[Good] *See Japanese rules.

- The new card and cards which a player already has placed should touch on one side for the entire length of the side.
- The new card can be placed in any direction.
- The colored areas of the cards don't have to be connected.
- The entrance card does not have to be in the center.

[Against the Rules] *See Japanese rules.

- The new card is placed in such a way that one side does not line up with the side of a card which was already placed.
- Moving the position of the cards or turning the cards.
- Cards extend beyond an area of 3×3 cards.

4. Finishing the round

When all the players have finished placing a card, the round finishes and the next round starts.

From the second round, there are notes for Step 1. Preparation for a round.

- The face-up Layout Card become one of the chosen cards and the remaining of the number of cards would be replenished from the deck.

- After placing a new set of Layout Cards, take the top card from the deck and flip it over so that it is on the deck but visible (unless it is the 8th round).

*If there are five players, all the Layout Cards be used by the last round.

Scores

After the last round (8th round) finishes, each player will count their score. The player who earns the highest number of points wins. If the points earned by two or more players are the same, the player with more animals wins the tie.

Basic Rule

- Players can only earn points for a given chain of connected areas of matching color if there are two or more animals in the area.

- For a chain of connected areas that satisfies the rule above, a player earns one point for every colored square and one point for every animal.

Advanced Rule *If you played in Basic rule, let's try this!

- Instead of an area requiring two animals to be counted for points, the requirement becomes three animals in that area.

- For a chain of connected areas that satisfies the rule above, a player earns one point for every colored square and one point for every animal.

[Score Example] (Based on basic rule) * See Japanese rule.

1) 8 sections (8 pts) + 2 sea lions (2 pts) = 10 pts

2) 5 sections (5 pts) + 2 angel fishes (2 pts) = 7 pts

3) 4 sections (4 pts) + 2 sea lions (2 pts) = 6 pts

4) 3 sections (3 pts) + 2 angel fishes (2 pts) = 5 pts

5) 6 sections (6 pts) + 3 dolphins (3 pts) = 9 pts

*Players can score the Entrance Cards.

*As the picture shows there is only one penguin in the chain at the top, so players do not not earn any points for that area.

*An area with no animals is not counted either.

Total: 10 pts + 7 pts + 6 pts + 5 pts + 9 pts = 37 pts

Tips

- Layout of the Layout Cards are all different. Think what cards are remaining.

- A Layout Card on the top is available to be taken in the next round.

- If you choose "Pass", you will be the first player in the next round.

- You may try to be in another player's way by getting a card they want.

- In order to earn higher points, think carefully.

Solo Play

The basic procedure and rules don't change for solo play. The only differences are,

- Draw six Layout Cards and place the first five cards face-up and put the one draw at the last on the top of the deck.

- After you choose one card, the remaining four cards are not used anymore.

- Players count the score at the 8th round and confirm their rank.

[Designer Rank]

More than 50pts: Designer Rank S

45pts - 49pts: Designer Rank A

40pts - 44 pts: Designer Rank B

35pts - 39pts: Designer Rank C

Less than 34pts: Designer Rank D

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