Designed by Myles Wallace
myles.wallace@gmail.com - 1-512-656-0980

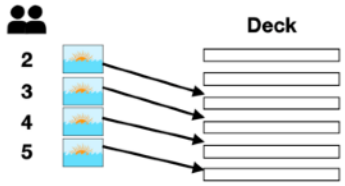
"Aquarium: The Catch and Release Card Game" Rules

Overview: *You are in a fishy business! You only have a few hours and a couple casts of your net in order to catch the best sea creatures for your aquarium. On your turn, draw and discard up to 3 times until you find a card you want; then add the card to your aquarium to score points. But beware—you may get a shark! For 2-5 players ages 8+, Aquarium takes 20 minutes to play.*

Components: 2 nets and a starting card for each player, 5 scoring aids, 6 boot reward cards, 84 ocean cards, and one sunset card. (111 total cards)

Set-up:

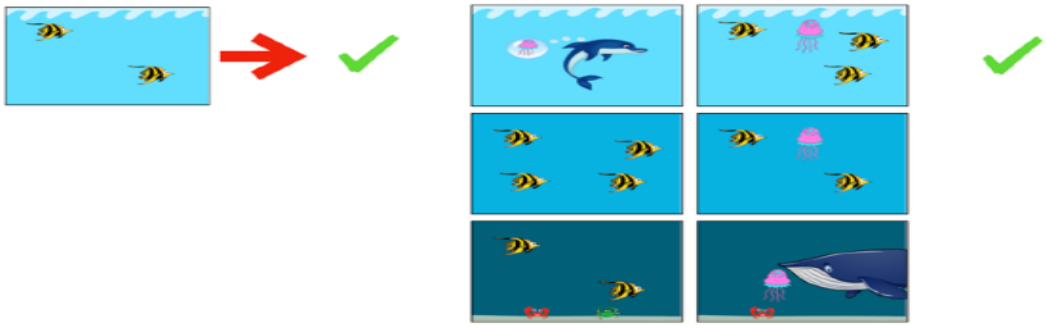
1) Each player chooses a color and takes the matching starting card and two nets. Colors are marked with a scuba diver mask. Also give each player a scoring player aid.
2) Shuffle and deal two boot Reward! cards to use this game. Return the rest to the box.
3) Insert the sunset card into the deck based on player count, roughly according to the chart on the right.
4) The player who chose the red scuba diver starts.



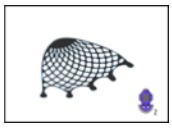
Gameplay:

Play proceeds clockwise with players taking turns as the active player.

- **Drawing:** The active player draws a card from the deck. They can either place the card into their aquarium (in which case their turn ends) or discard the card to draw again. In this way, they can draw up to three times and the third card must be kept. Once a card is discarded, it has been returned to the sea and cannot be caught again (except possibly by another player).
- **Placing:** Cards much be placed matching depth: light blue is shallows, medium blue is medium depth, and dark blue with the sea floor is deep. When placing cards, they must always be orthogonally adjacent to another previously placed card.

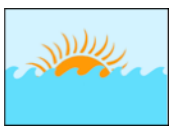


- **Casting:** Players have two nets. During another player's turn any player may discard one net to take the card that was just discarded, and then place that card into their aquarium. If multiple players wants to cast a net to claim the same card, the next player in turn order gets to do so.



Game End:

The game ends when the sunset card is drawn. Play continues until all players have had an equal number of turns. In the unlikely event the deck runs out, shuffle the discards to form a new draw deck.



Designed by Myles Wallace
myles.wallace@gmail.com - 1-512-656-0980

Critter Summary and Scoring

Fish like to swim in a school and are found mostly in the shallow and medium depths. *Scoring*: 1 point per fish in your largest school. You can only score one school per game.

Jellyfish like to swim up and down. They are often solitary creatures and can be found at all depths. *Scoring:* 2 points for every jellyfish that is in a complete column with a shallow, medium and deep card.

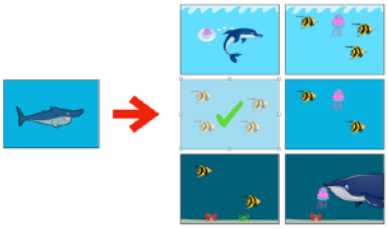
Crabs found only on the ocean floor, crabs like biological diversity! Crabs come in three colors: red (common), purple (occasional), green (rare) *Scoring*: each crab scores points equal to the total number of differently colored crabs found in your Aquarium.

Dolphins are social animals that like to look at other creatures. ***Scoring:*** 4 points for every dolphin that is adjacent to and pointing at the animal in their thought bubble.

Octopus are skittish! If any player discards an octopus (because they don't want it or because a shark forces them to), all other players discard all their octopi as well. *Scoring*: 8 points per octopus.

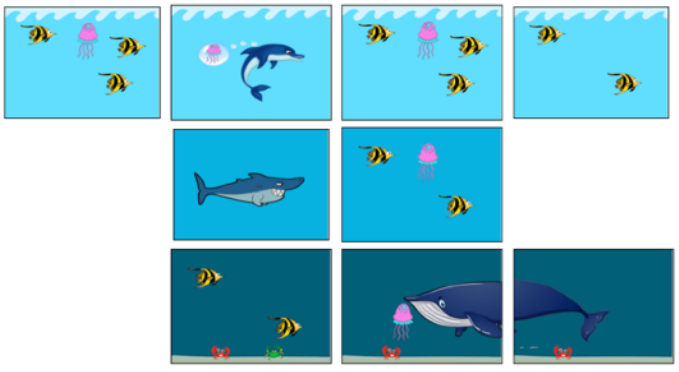
Whales, deep-sea dwellers that are so large they take up two cards! *Scoring*: 10 points per completed whale (head and tail)

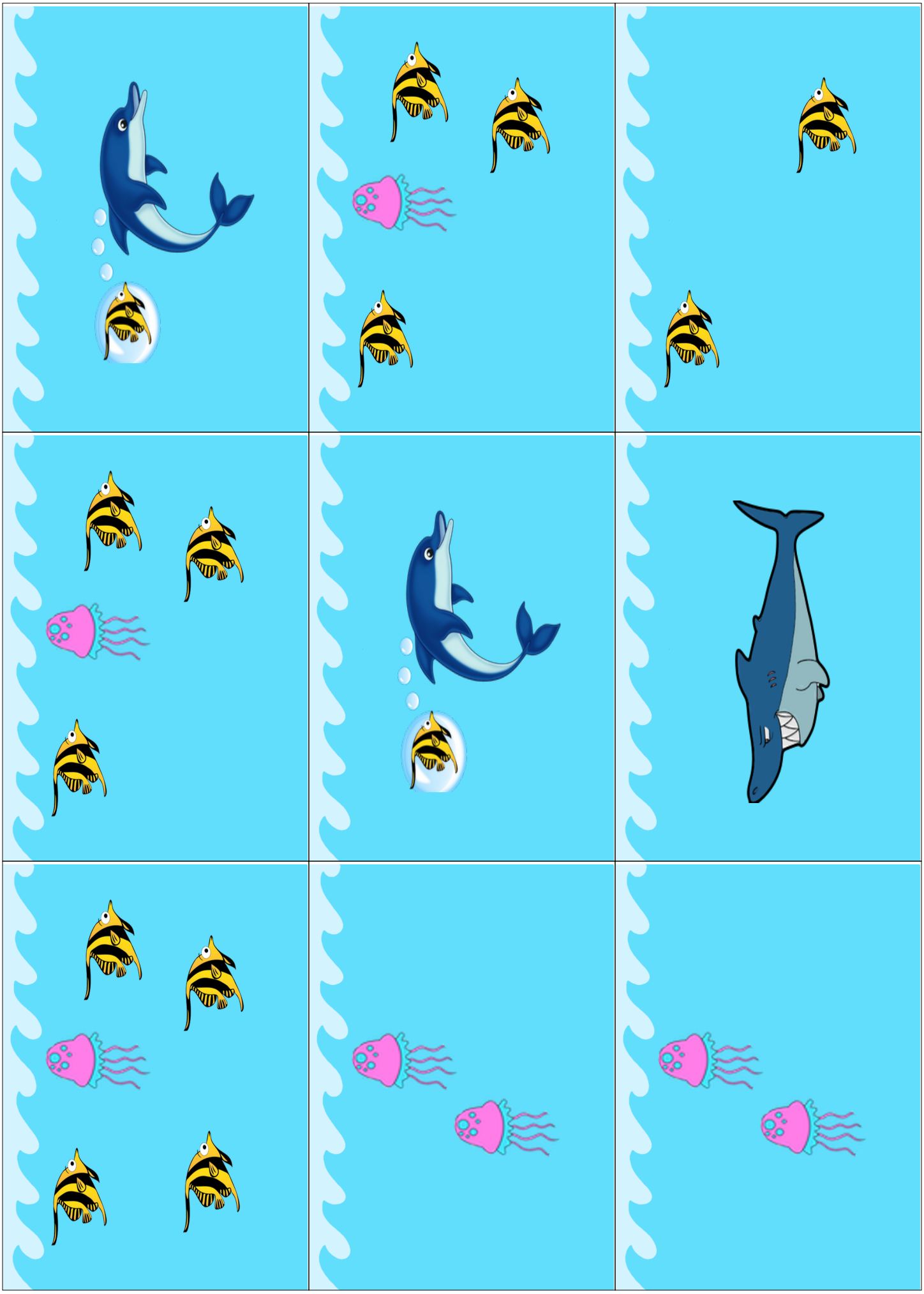
Sharks must be placed into aquariums (place at the depth of the water and the direction the shark is swimming.) Then the shark eats and discards whatever card was there. (If a whale, the shark eats the entire whale.) A player may keep drawing after placing a shark, though the shark does count towards their three draws. If there is no card at the depth level the shark wants to eat, place it anywhere at that depth. *No scoring effect.*

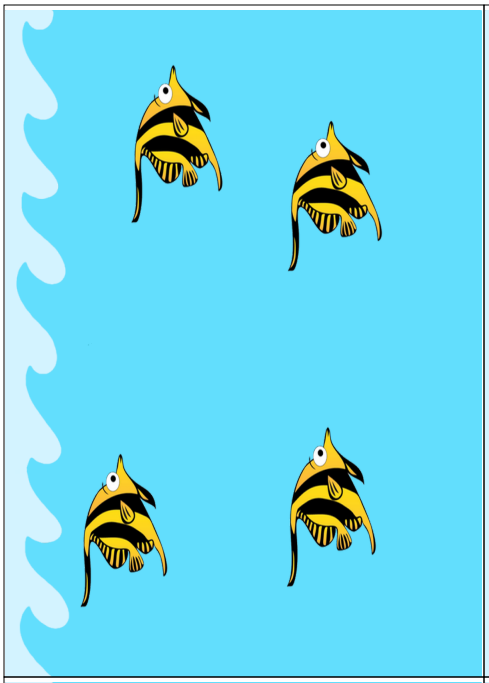


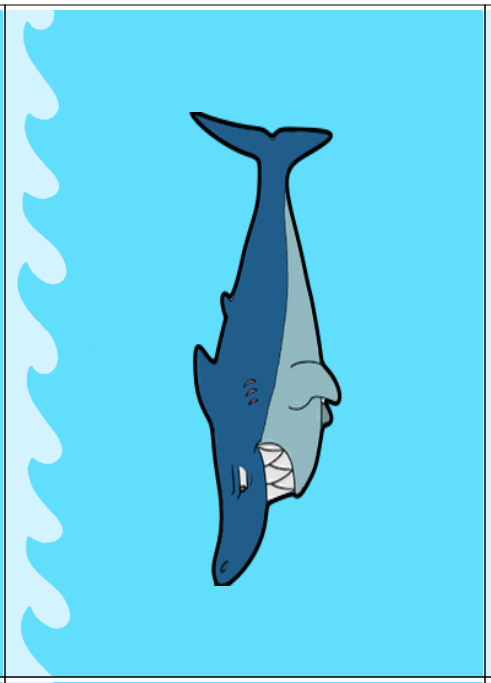
Boots are found just floating around, a single boot is worthless but with a pair you take one of the two boot pair award cards. This will give you either a permanent or a one-time special ability. If a shark causes a boot to go away, you do not lose a claimed boot reward card *No scoring effect.*

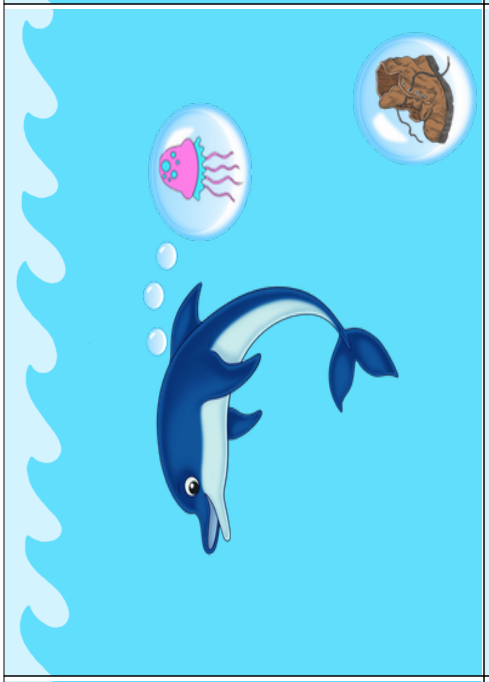
***Sample Scoring**:*
Fish: 7 points (fish in the upper and bottom left corners are not connected to the school so don't score.)
Jellyfish: 6 points (the jellyfish in the left corner is not in a complete column and doesn't score)
Crabs: 8 points (4 crabs in 2 colors)
Dolphin: 4 points (it's pointed at a jellyfish)
Octopus: 0 points (they must've gotten scared off)
Whale: 10 points (because it's complete)
Total: 7+6+8+4+10 = 35 points

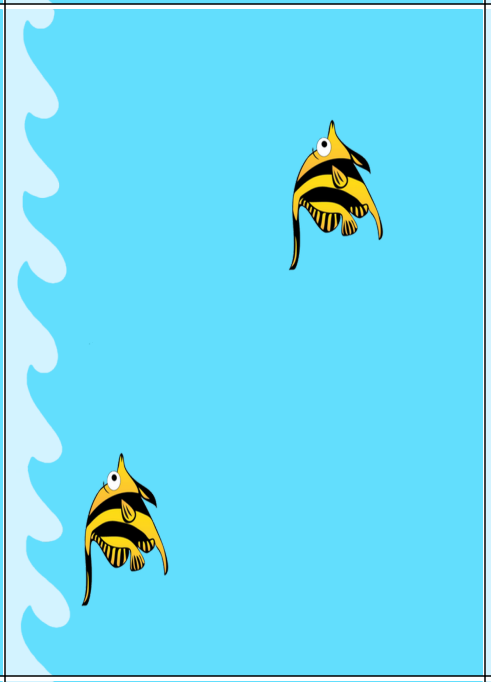


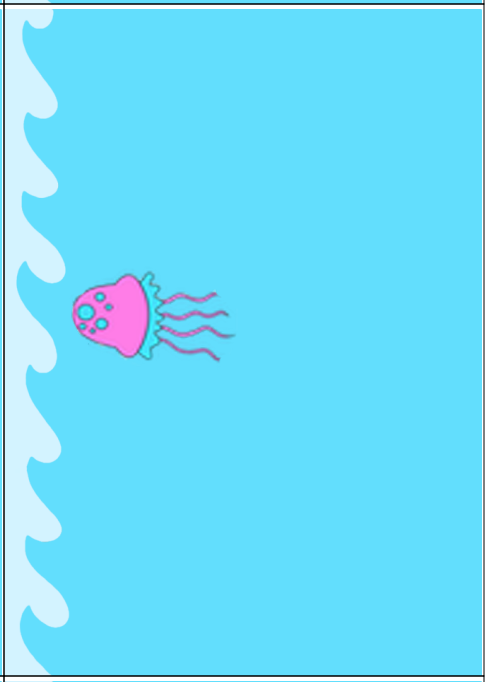


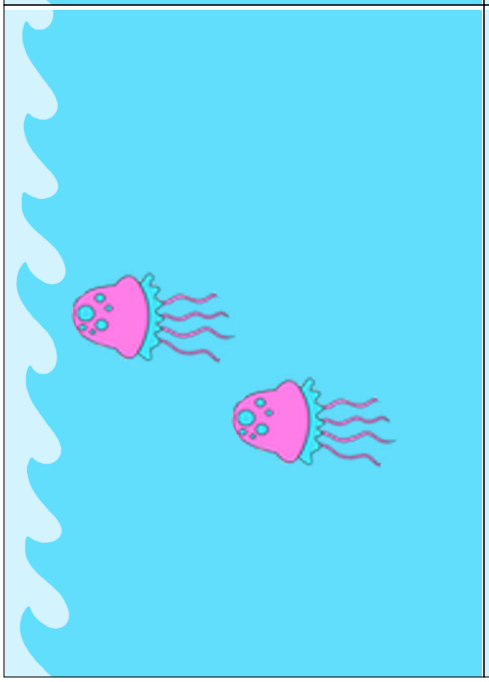


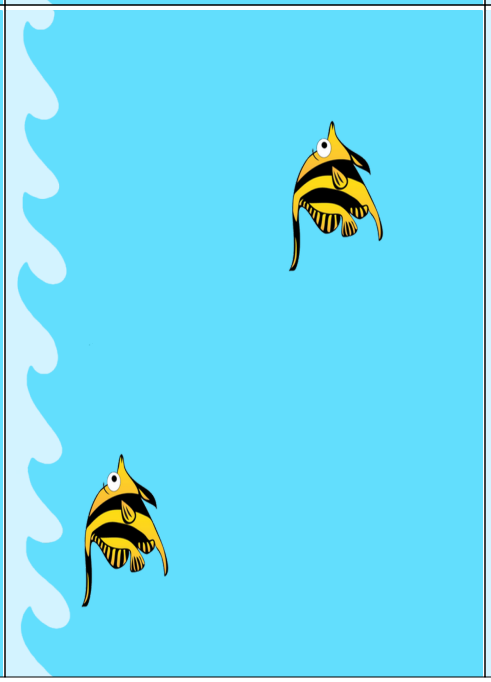


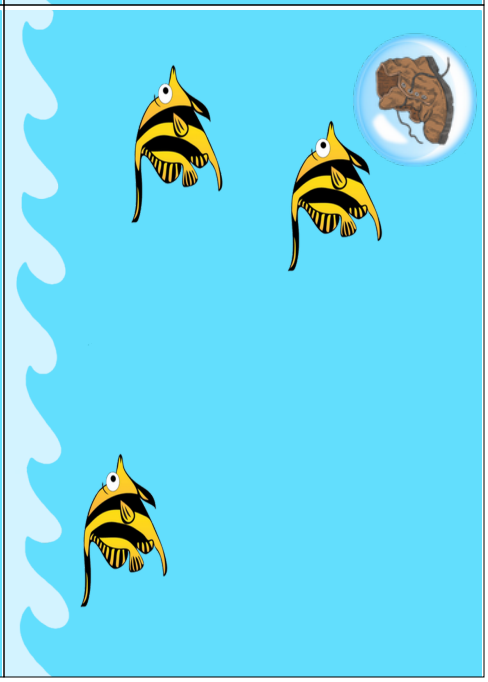


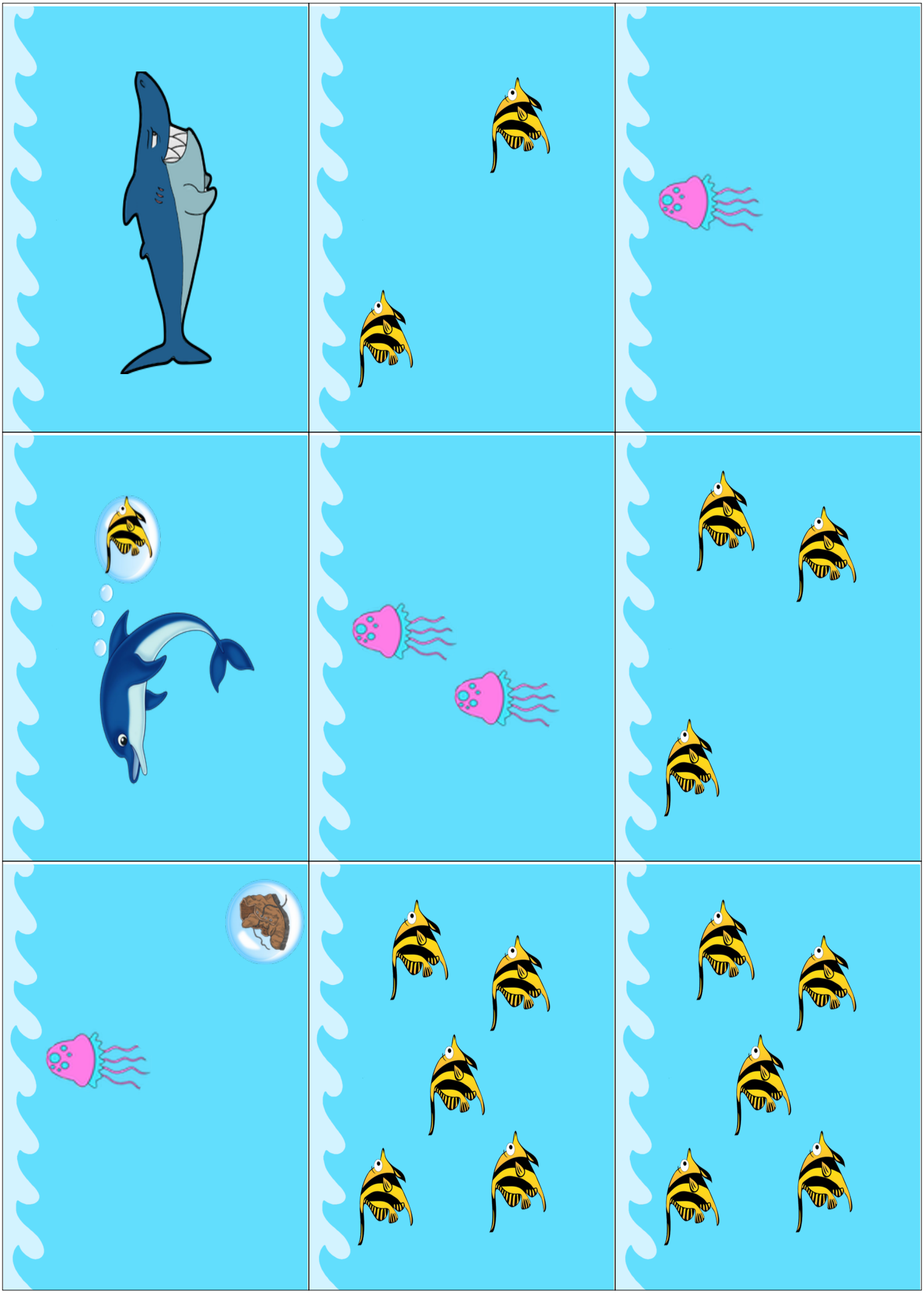


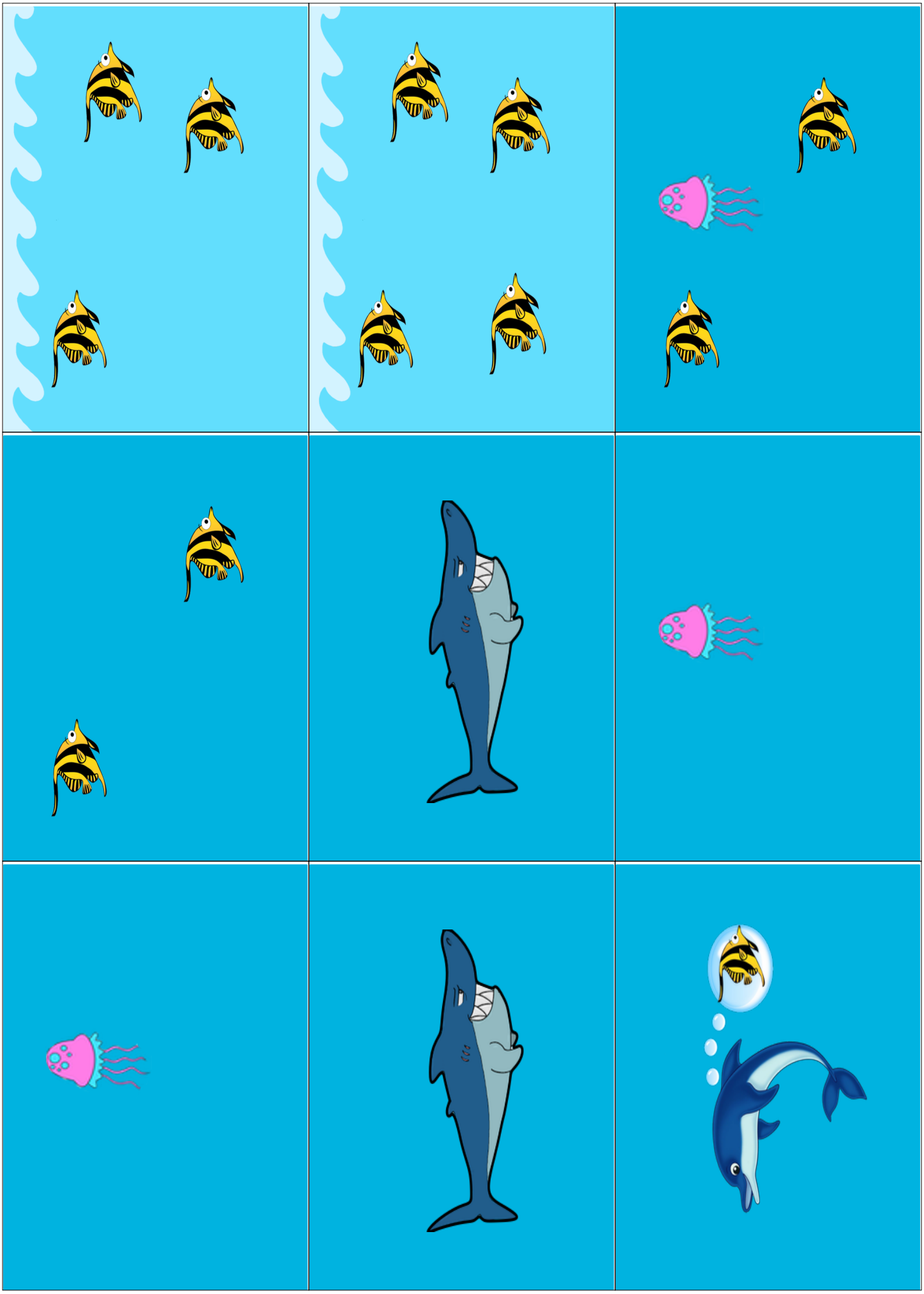


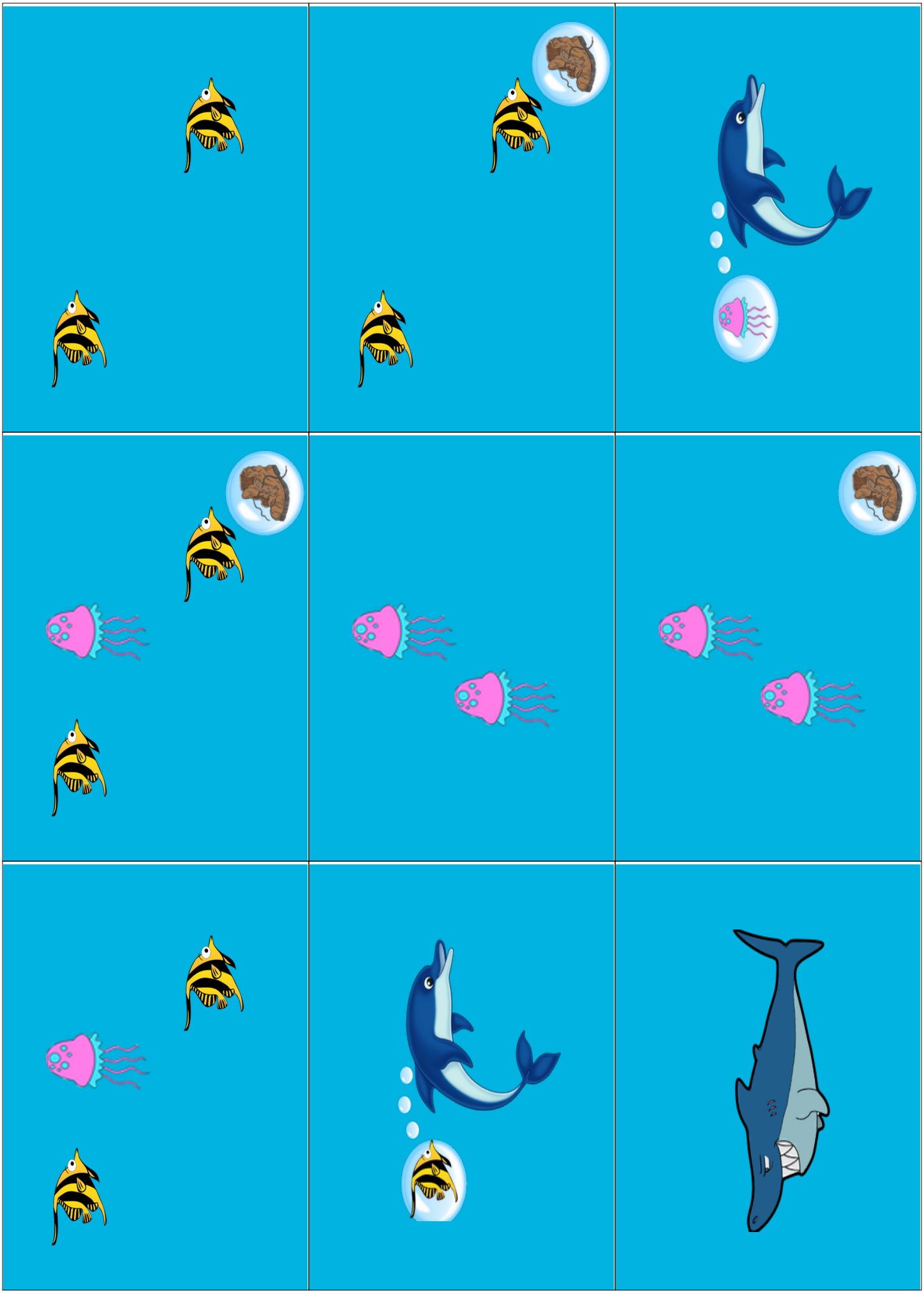


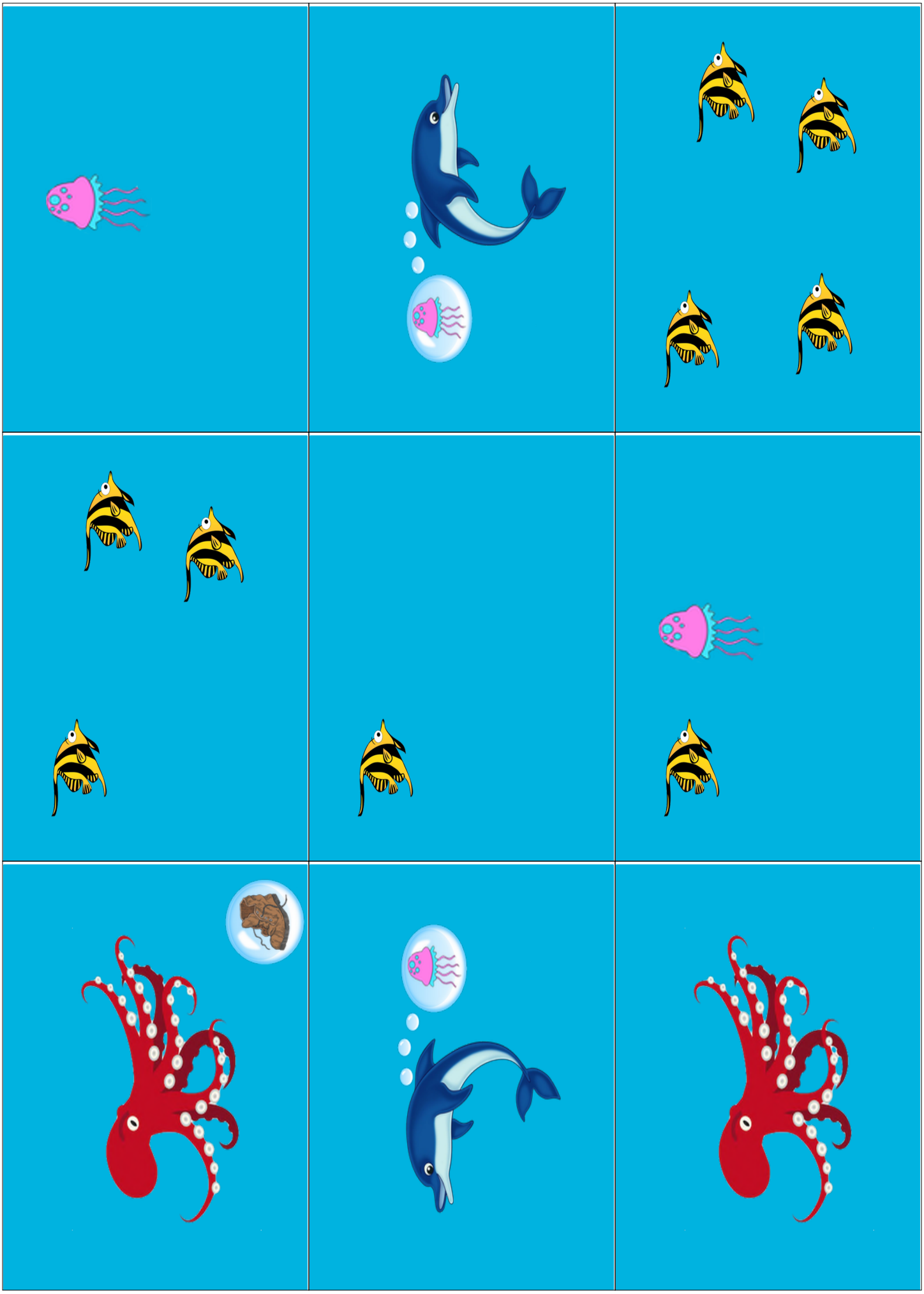


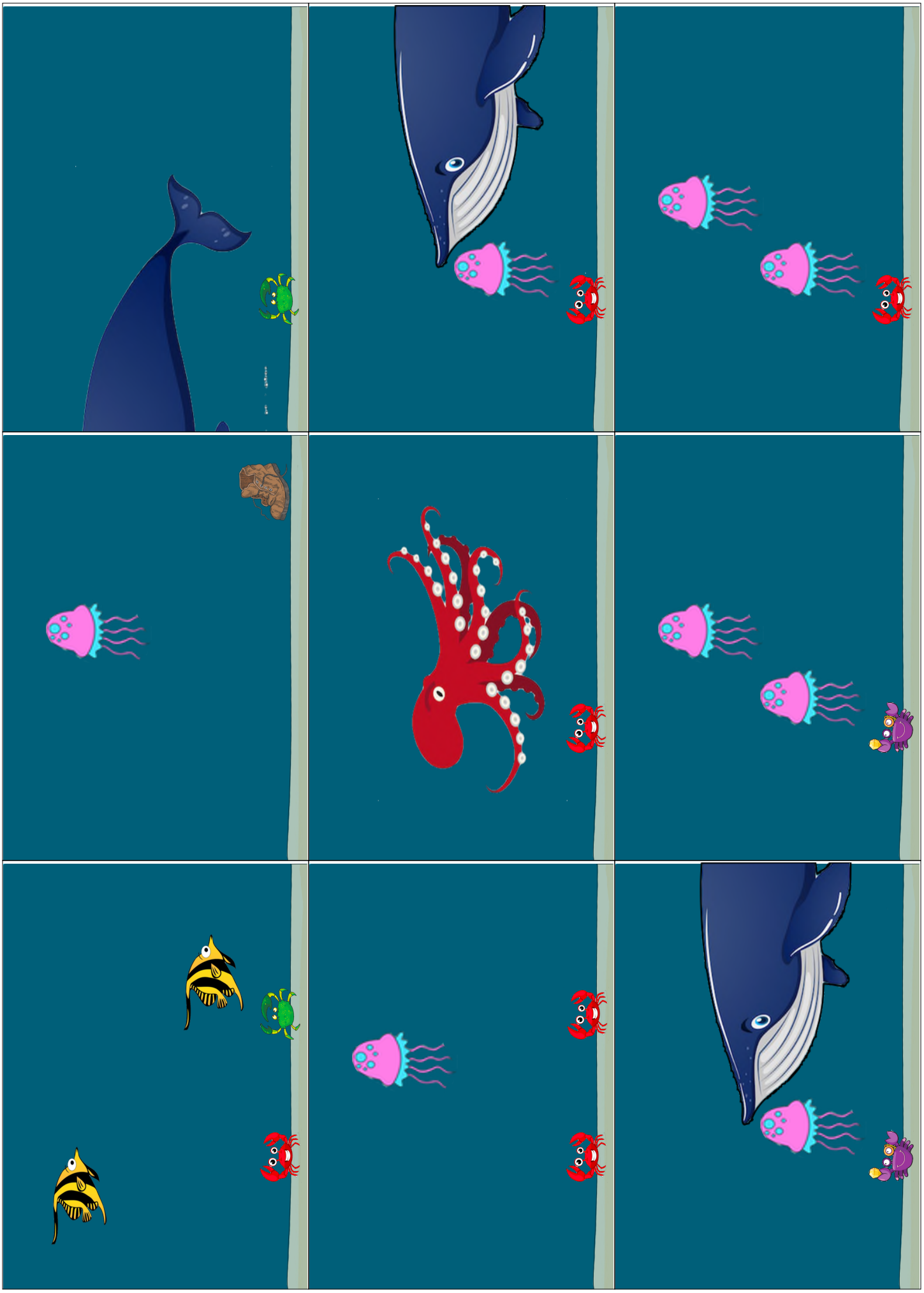


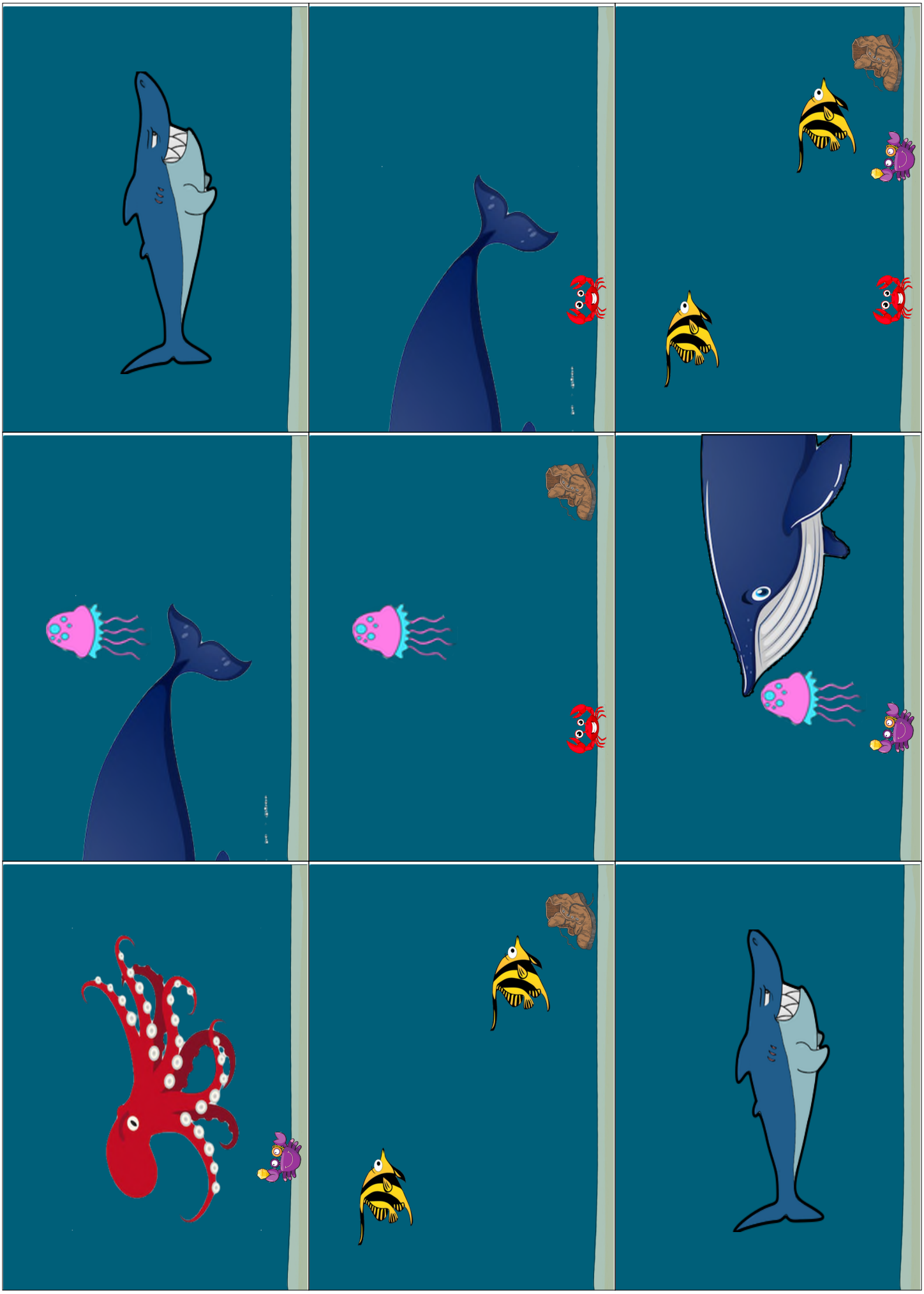


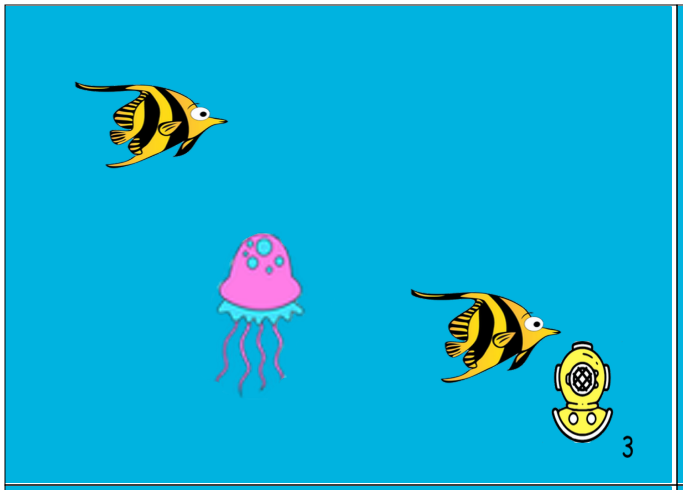


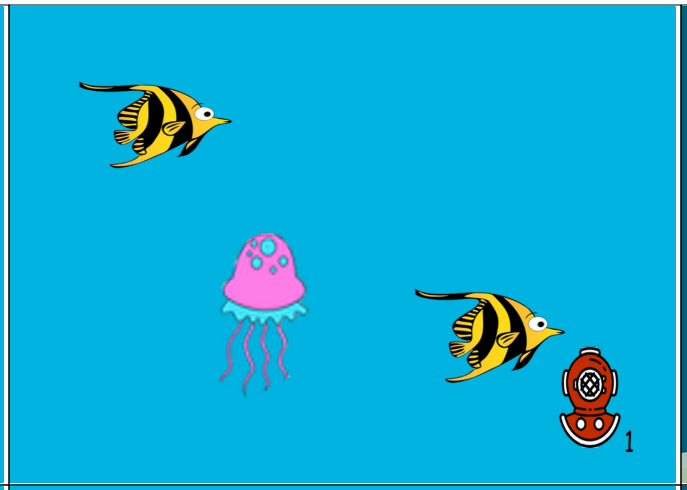


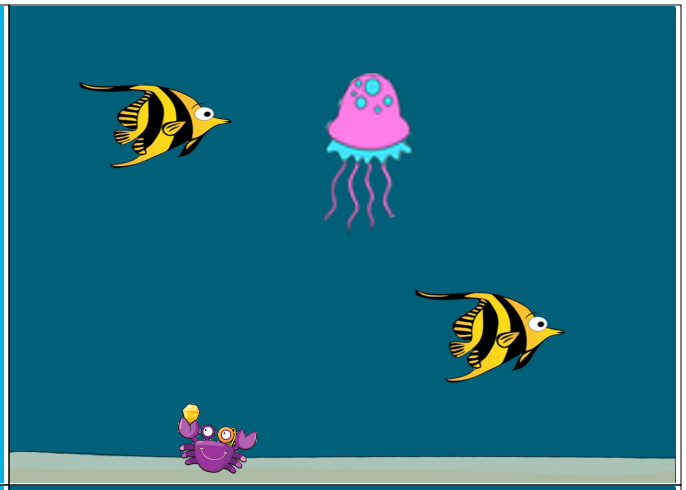


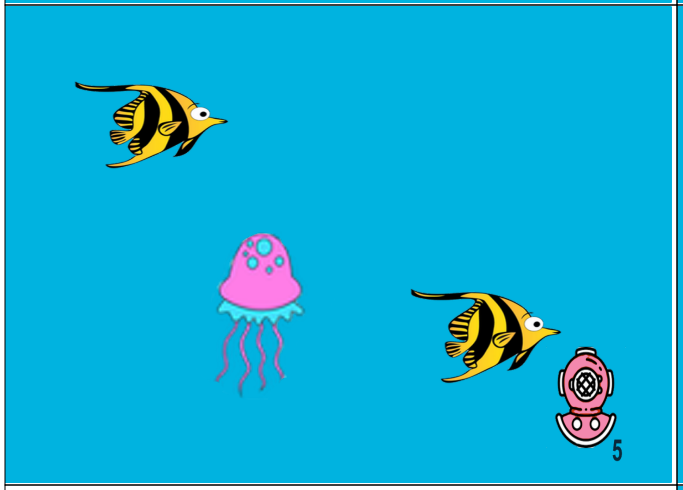


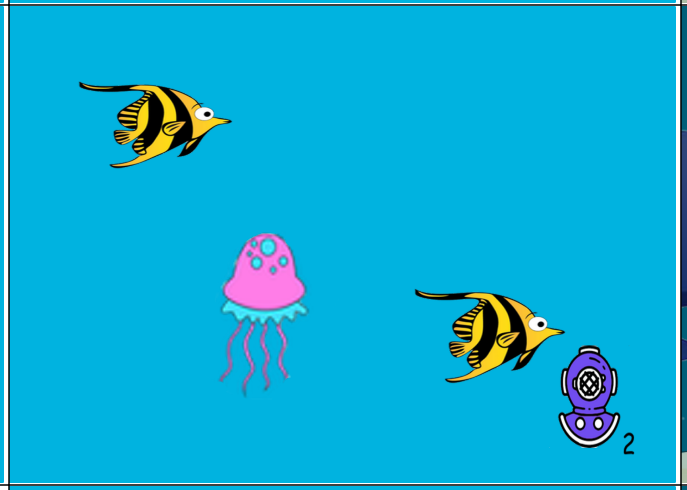


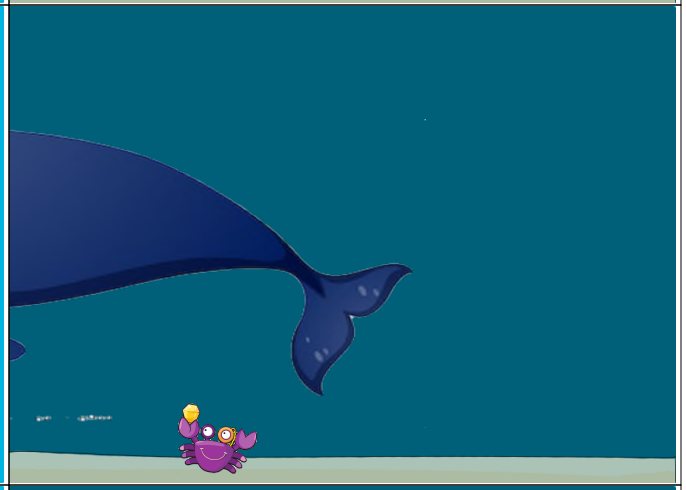

3

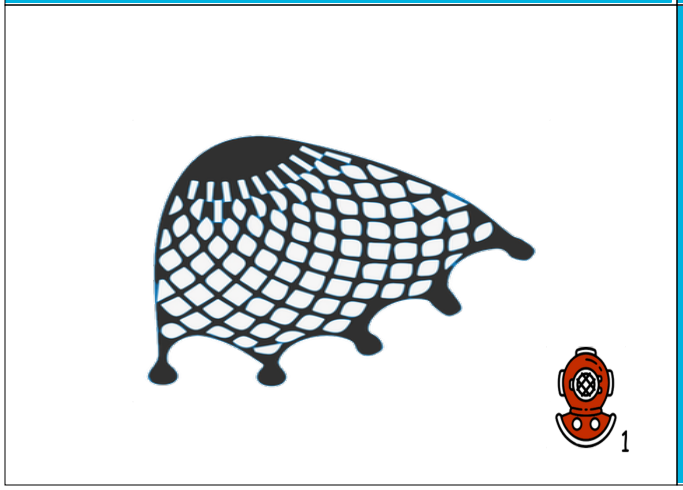

1

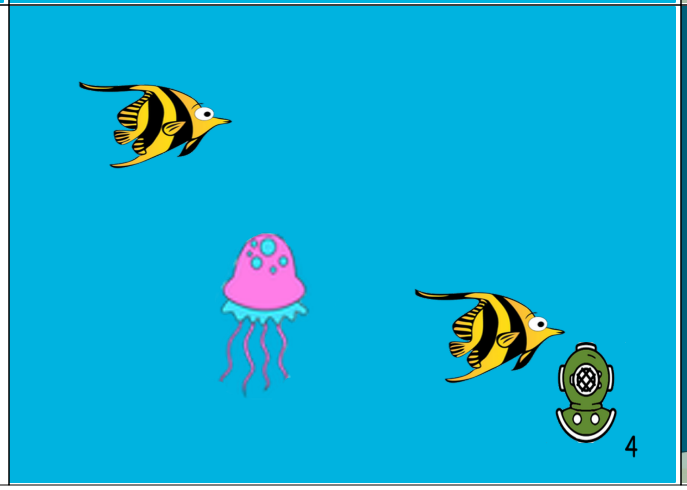


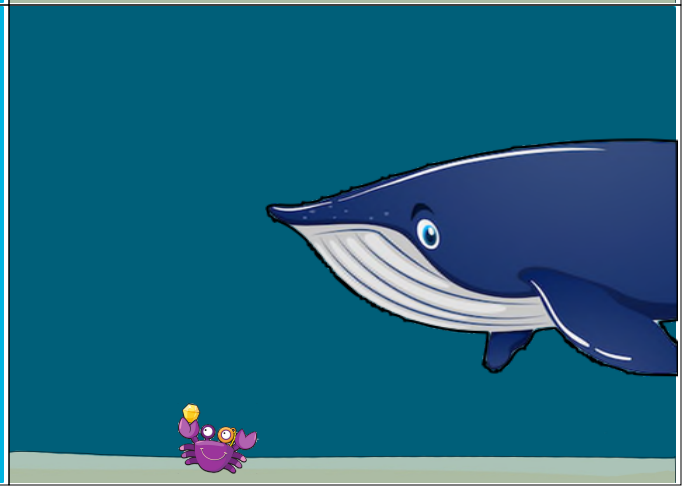

5

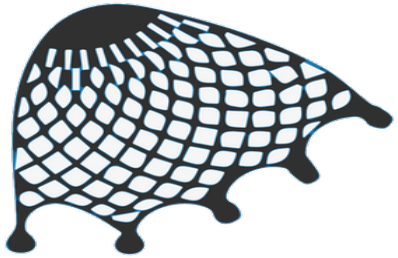

2



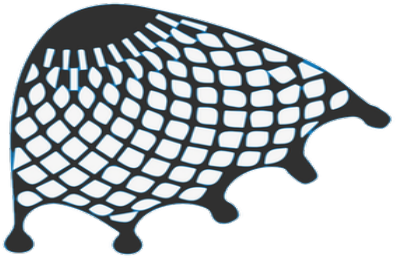

1


4

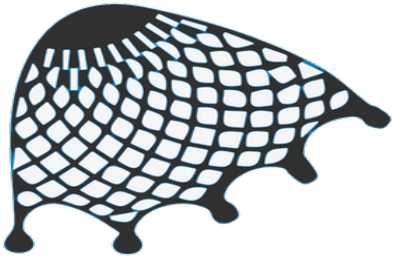




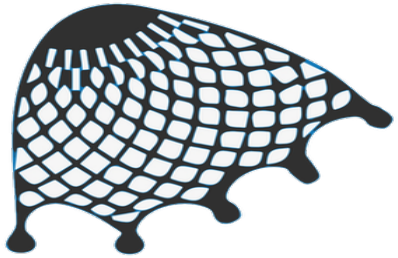
3



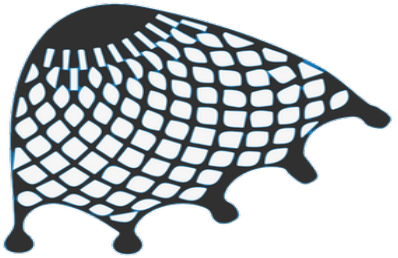
1



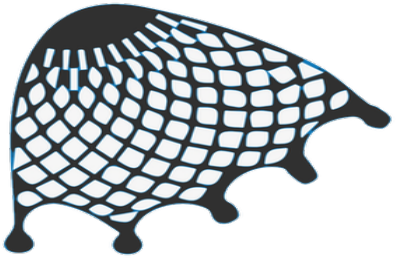
2



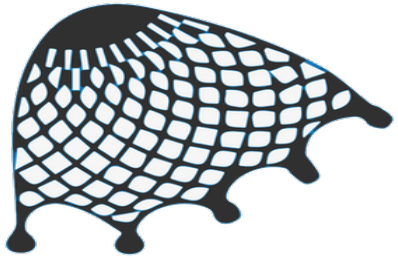
5



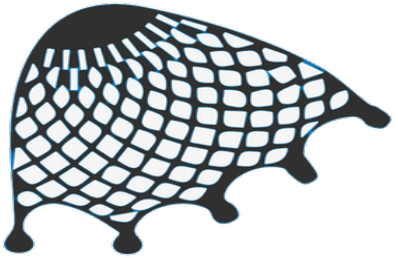
2



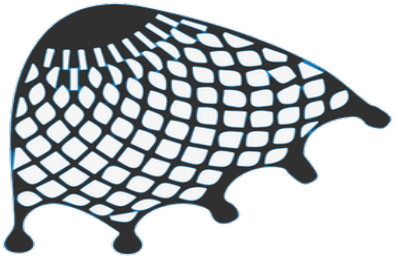
4



5



4



3

Reward!
One time: (game end) take one more turn.

Reward!
One time: Discard later to also discard a drawn shark

Reward!
Ongoing: (Once per turn) may peek at upcoming card before drawing.

Reward!
One time: (Before turn) draw 7 cards and put back on top of the deck in any order

Reward!
Ongoing: +1 draw each turn

Reward!
One time: Immediately draw 5 cards. Put 1 into your aquarium and discard the rest

Scoring Player Aid

1 pt / fish in largest school

2 pt / jellyfish if in complete column

Each crab 1 point per different color crab you have (up to 3)

4 pt / dolphin if bubble satisfied

8 pt / octopus. Discards if other octopi are also discarded

10 pt / complete whale

Eats other cards. Must be placed but you can keep drawing.

No scoring. Collect pairs to unlock rewards

Scoring Player Aid

1 pt / fish in largest school

2 pt / jellyfish if in complete column

Each crab 1 point per different color crab you have (up to 3)

4 pt / dolphin if bubble satisfied

8 pt / octopus. Discards if other octopi are also discarded

10 pt / complete whale

Eats other cards. Must be placed but you can keep drawing.

No scoring. Collect pairs to unlock rewards

Scoring Player Aid

1 pt / fish in largest school

2 pt / jellyfish if in complete column

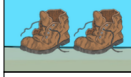
Each crab 1 point per different color crab you have (up to 3)

4 pt / dolphin if bubble satisfied

8 pt / octopus. Discards if other octopi are also discarded

10 pt / complete whale

Eats other cards. Must be placed but you can keep drawing.



No scoring. Collect pairs to unlock rewards

Scoring Player Aid

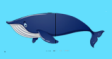
1 pt / fish in largest school

2 pt / jellyfish if in complete column

Each crab 1 point per different color crab you have (up to 3)

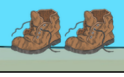
4 pt / dolphin if bubble satisfied

8 pt / octopus. Discards if other octopi are also discarded



10 pt / complete whale

Eats other cards. Must be placed but you can keep drawing.



No scoring. Collect pairs to unlock rewards

Scoring Player Aid

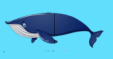
1 pt / fish in largest school

2 pt / jellyfish if in complete column

Each crab 1 point per different color crab you have (up to 3)

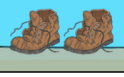
4 pt / dolphin if bubble satisfied

8 pt / octopus. Discards if other octopi are also discarded



10 pt / complete whale

Eats other cards. Must be placed but you can keep drawing.



No scoring. Collect pairs to unlock rewards