

We are all connected by one ocean, and the land connects with the sea. Aquatico aims to raise awareness about the connections amongst ecosystems in our environment and the value of working together to protect the environment: “from Ridges to Reefs”.

An ecosystem is a community of living organisms in conjunction with the nonliving components of their environment (things like air, water and mineral soil), interacting as a system. Aquatico explores different marine and freshwater ecosystems and the animals that live there: lakes (Ikan Pora-pora/Pora-pora fish), wetlands (Bekantan/Proboscis Monkey), rivers (Pesut/Irawaddy dolphin), mangrove forests (Bangau Bluwok/Milky Stork), seagrasses (Dugong/Sea Cow), coral reefs (Ikan Badut/Clown Fish), and the deep sea (Paus Biru/Blue whale).

In Aquatico players act as a community that have a responsibility to maintain a healthy ecosystem.

## OBJECTIVE:

To maintain healthy ecosystem and collect the most points (Animal Cards).

## COMPONENT:



14 Animal  
Cards



2 Ocean  
Sunfish Cards






56 Ecosystem Cards






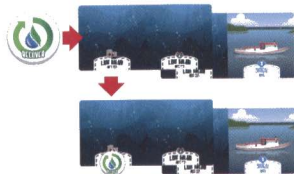
8 Recovery  
Tokens

## PREPARATION:

1. Shuffle ecosystem cards, split into 2 decks in face down position.  

2. Take 2 Ocean Sunfish Cards, shuffle them into 10 bottom cards each deck.  

3. Open the top cards each deck and put recovery tokens beside the decks.  


## How To Play:

- On their turn, players can choose 1 of 2 actions:
  1. Conservation  
Choose a card from one of the two ecosystem card decks. Players can put an ecosystem card of their choice in their area or an opponent's area who sits on either side of the player.
  2. Intervention  
When a player chooses Intervention action, she/he has a chance to recover the  card. But the player must flip the recovery token first.  
If she/he gets  side, she/he can recover 1 side of the  ecosystem.



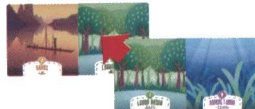
But if she/he gets  side, she/he loses the chance to recover the  cards.

- The game continues with the next player (clockwise). The player select a face down ecosystem card (top card), before choosing her/his action.
- SCORING occurs when the Ocean Sunfish card appear on the deck.

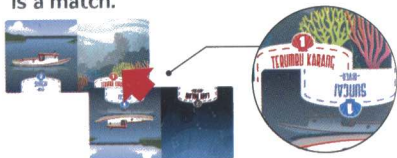
## ACTION DETAIL:

- Player can put the card on top of another card if:

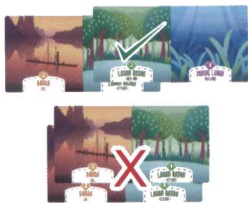
1. Title / image is a match, or



2. The value (number) /  icon on the card is a match.



- Players are only allowed to put one side of the card on top of the other card. Players can place it vertically or horizontally.



- The ecosystem card with a recovery token can't be stacked with another card.



## SCORING:

- If the Ocean Sunfish card appears: Players sum the value of each ecosystem card they have. Players with the biggest value of an ecosystem will get the Animal Card(s) for that ecosystem. 1 Animal card will count as 1 point at the end of the game.

### Example:

Player A has total value of **Wetland: 4** (2+2) and **Seagrass: 1**. Player B has total value of **Wetland: 5** (2+3) and **Mangroves: 2**.

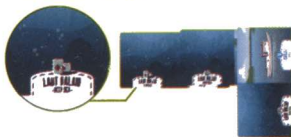
So then Player A gets **Seagrass (Sea Cow) Animal Card**, and Player B gets **Wetland (Proboscis Monkey) Animal Card** and **Mangroves (Milky Stork) Animal Card**.



- If there is a draw in an ecosystem, the player who has the most recovery tokens will get the Animal Card. If it's still draw, the player flip/toss the recovery token. The player who gets the ♻️ side will get the Animal Card. Then the game continues with the last player who hasn't had her/his turn.

## NOTE:

If a player has an ecosystem card with a ♻️ icon, then it pollutes the whole ecosystem, and all cards in that ecosystem have ZERO value.



Deep Sea is pollutes, all cards in Deep Sea ecosystem cards has zero value. (sum=zero)

If a player has an ecosystem card with a recovery token, then the card is recovered and all matching card's value is also recovered.



the sum on this ecosystem is 4 (0+2+2)

### End Game:

The game ends immediately when the second Ocean Sunfish card appears. Once again players sum the value of each the cards they have for each ecosystem to get the animal card, the same SCORING process applies as when the first animal card appears. Then players sum the points they have (1 Animal Card = 1 Point). The player(s) who have the most points are the winner(s) of the game.

### Point Bonus:

Players get 1 bonus point for each pair of matching animal cards they have at the end of the game.



Sum points:  
4 Points +  
1 Point (bonus) =  
5 Points

### Variant Mode:

#### 1. Competitive Play

The game can be played in several rounds, for the best understanding of the game, play 2 rounds.

#### 2. Competitive Play - Team Vs Team

Play in groups of 4-5 persons. The game is conducted in 1 or 3 rounds.

#### 3. Cooperate

Players will **COOPERATE** to get the ecosystem clean from pollution (🗑️ card). If at the end of the game (second ocean sunfish card appear) there's a card with 🗑️ in any one of the ecosystem, then all players lose the game. But if there are no 🗑️ cards, all players win the game.

#### How To Play Cooperate Mode:

The overall gameplay is similar to the basic gameplay. The differences are:

The player can use the recovery token for him/herself or can save others as well. If all recovery tokens run out, players can't choose Intervention action.

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### Optimize what you can learn from Aquatico!

Download our interactive learning guide at :  
<http://manikmaya.com/aquatico-lessonplan>  
or scan:

