



RULEBOOK

# AQUATICA

CORAL REEFS

Game by Ivan Tuzovsky



COSMO  
DRØME  
GAMES

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This expansion contains several modules for the game Aquatica designed to make your gameplay even more immersive:

**The “Turn Order Mantas Module”** changes the rules for the start and end of the game. This module can be used with the base game and with both expansions.


**The main “Coral Reefs Module”** can be used with the base game as well as with the Cold Waters expansion. It introduces Reefs and Corals, along with new Characters and gameplay mechanics associated with them.

**The “Southern Tribes Module”** can be used in conjunction with the Cold Waters expansion or, if you don’t have that expansion, as a standalone game module that can be played following the Cold Waters rules.

**The “New Goals Module”** includes additional goals for gameplay based on the base rules, using the Coral Reefs module.

# NEW COMPONENTS

## Player components

- 1 5 Medusa Arcadio Starting Character cards (1 for each player)
- 2 5 Trained +1 /+1  Mantas (1 for each player)
- 3 5 Turn Order Mantas

## Common Components

- 4 1 Double-sided game board
- 5 22 new Ocean Character cards
- 6 30 Reef tokens
- 7 70 Coral miniatures
- 8 8 new Tribe cards
- 9 5 new Goal tokens



# TURN ORDER MANTAS MODULE

This module changes the rules for the start and end of the game. You can use this module with the base game, the Cold Waters expansion, or both expansions.

## Player Setup

If you are using the Turn Order Mantas, remove all King cards from the game, as they will not be needed. Determine the first player: It can be the player who was the last one to feed the fish or a random participant. The first player receives the Turn Order Manta with the number 1 on its back. The next player clockwise receives the Manta with the number 2, and so on, until all players have one Turn Order Manta each. If you are playing with fewer than the maximum number of players, remove the remaining Turn Order Mantas from the game. During the game, players will take turns starting from the player with the Turn Order Manta numbered 1. Players place their Mantas next to their player boards, in a ready-to-play state (rested).



## During the Game

Turn Order Mantas are used by players just like the Wild Mantas obtained during the game. They cannot be used to fulfill Goals or placed on Tribe cards to hire them.

## Ending the Game

After any game-ending condition is triggered when playing with the Tribe module from the Cold Waters expansion or the Southern Tribes module from the Coral Reef expansion, players complete the current round, and then each player takes one additional turn. Thus, throughout the game, players take an equal number of turns. For example, when playing with three players, if the player with the Turn Order Manta number 2 fulfills the game-ending condition, after their turn, the player with the Turn Order Manta numbered 3 takes a turn to finish the current round. Then, all players take one more turn each.

# CORAL REEFS MODULE

The Coral Reef module can be used with the base game as well as with the Cold Waters expansion. You can play following the rules of Cold Waters even if you don't have that expansion. This module introduces new game elements, such as Reefs and Corals, as well as new Characters and gameplay mechanics related to them, such as “seed” and “defend”.

Please note that when playing with the base rules alongside the Coral Reef module, you must also use the New Goals module. If you are playing with the rules of the Tribe module from the Cold Waters expansion, you should also include the Southern Tribes module from this box.



*You can watch  
the Cold Waters  
expansion rules  
on YouTube.*

## Components



Game board — 1 piece

Character cards — 22 pieces

Reef tokens — 30 pieces

Coral miniatures — 70 pieces

“Medusa Arcadio” starting card — 5 pieces (1 for each player)

Mantas with the symbol +1  / +1  — 5 pieces (1 for each player)

## Game Setup

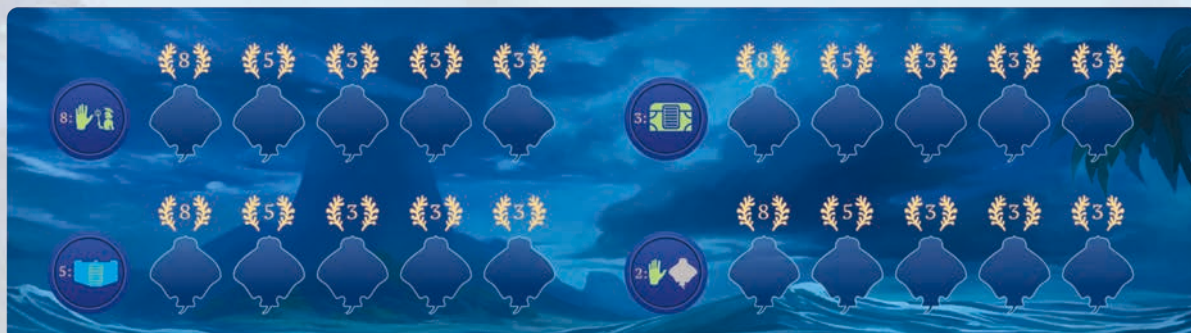
*These rules only cover the differences from the base game rules.*

1. Determine which rules you will play by — the rules from the base game box (with Goals) or the rules from the Tribes module in the Cold Waters expansion. Depending on your choice, use the matching game board side from the Coral Reefs expansion box: The night side of the board is used for playing by the rules of the base game, and the day side is used for playing by the rules of the Cold Waters expansion. The game board from the base game will not be needed.

2. Prepare the Character deck: Create two separate decks of Character cards marked with ○ and ◇. Shuffle the two specified decks separately, and then place them on top of each other (the order doesn't matter), creating a combined Character deck. Place this deck in the designated area on the game board. The preparation of the Character deck will not depend on the number of players.

When creating the deck of Ocean Characters, you should use the Ocean Character cards from the base game and the Coral Reef expansion, and you may optionally add sea creatures from the Cold Waters expansion. Place 6 Character cards from the deck onto the Ocean row on the game board.

3. **If you are playing by the base game rules**, shuffle the Goal tokens and place four random Goals onto their respective spaces on the night side of the game board. You can use Goal tokens from the base game box as well as from the expansions. Alternatively, you can agree on the Goals for the game among the players. Remove any unused Goals tokens and return them to the game box. Detailed descriptions of all the Goals can be found in the New Goals module.



**If you are playing by the rules of the Tribes module from the Cold Waters expansion**, but you do not have that expansion, place the Southern Tribes cards from the Coral Reefs expansion onto their respective spaces on the day side of the game board.

**If you are playing by the rules of the Tribes module from the Cold Waters expansion** and you have that expansion, you will need to form two separate Tribe decks labeled I and II on the back, using cards from both expansions. Shuffle the Tribe decks with the I and II labels separately, and then place four random Tribe cards from each deck onto their respective spaces on the day side of the game board. Instead of using random Tribes, you can agree among the players on the Tribes for the game. Unused Tribe cards should be returned to the game box.

Please refer to the Southern Tribes module for a detailed explanation of the Tribe cards from this expansion.



4. Shuffle the Reef tokens and create a common deck following the table below. Remove any excess tokens and place the Reef deck face down in its designated spot on the game board. Then, reveal 6 Reef tokens from the deck, placing them face-up to create a row of Reefs.

Number of players	5	4	3	2-1
Reef tokens	30	26	22	18



5. Divide the Coral Miniatures into two piles — the common supply and the final reserve — based on the number of players (see the table on the back of the rulebook). Regardless of the number of players, 10 Corals of one color are placed in the final reserve.

For example, for 2 players, take 40 Corals: you will use 30 Corals during the game, and leave 10 Corals in the reserve for the end of the game. Place both piles next to the game board.

## Player Preparation


1. In addition to the four Mantas from the base box, each player receives a fifth Manta with the effect +1 / +1 . This Manta cannot be used to mark completed Goals or for hiring Tribes. Please note that players can still only use the original four Mantas to mark completed Goals and for hiring Tribes. The fifth manta will remain in the player's reserve until the end of the game.

2. In addition to the starting Characters from the base box, each player receives one “Medusa Arcadio” Character card.



# CHANGES IN THE GAMEPLAY

## Recruit a Character and Obtain a Reef .

Every time a player takes the Recruit  action, along with the Ocean Character card they also receive the Reef token located in the row of Reefs directly below the chosen Ocean Character.

The player immediately places the obtained Reef token above one of the five Location slots on their player board. If you want to place the Reef on a slot that already has a Reef token, simply place it on top. In this case, the ability of the lower Reef token stops working, and only the ability of the most recently placed Reef token in that slot remains active. The total number of Reefs on all the slots on their player board may affect the completion of goals or the conditions of the Tribes (including inactive Reefs).



All Reefs have effects that influence the slot they are placed above or adjacent to. The specific effects of each Reef are described in a separate section.

After a player acquires a Reef, the row of Reefs is immediately updated following the same principles as the row of Ocean Characters: the Reefs shift from right to left, filling in any empty spaces. Some effects may allow players to obtain a Reef without recruiting a Character. In such cases, the row of Reefs is still updated. However, the arrangement of Characters in the row remains unchanged. This may result in alterations to the previously formed pairs of Reefs and Characters.

When playing with two players, if the Matrona is revealed, only the leftmost Character card is discarded. The row of Reefs remains unaffected.



## Corals

Certain actions now grant Corals. Each Coral in a player's reserve at the end of the game gives 1 Prosperity Point.

Typically, players receive Corals not directly into their reserve but onto a Location card on their player board. The Coral only moves into the player's reserve once the Location card with the Coral is placed in their Prosperity Point stack.

In the game mode with Tribes, you can use Corals to recruit a Tribe card.




### Seed Location Effect

The Seed effect is present on new Characters, Tribes, and Reefs. This effect allows the player to place 1 Coral on a Location card located on their player board. The Coral can be placed even on a fully raised Location. If the effect allows seeding multiple Locations, the player places Corals one by one on different Locations.

At the same time, there can be an unlimited number of Corals on each Location. This means that players can seed Corals on the same Location multiple times using various actions or effects.

### Getting a Location from the Upper Row

In this expansion, when a player conquers or buys a card from the top row of Locations, they receive 1 Coral in their supply. This Coral acquisition is separate from the seed effect and does not count as using the seed effect. Unlike the base game board, the board from the Coral Reefs expansion does not provide a discount of 1  when conquering a Location from the top row.

## Defend Effect

The Defend effect is present on new Ocean Characters.

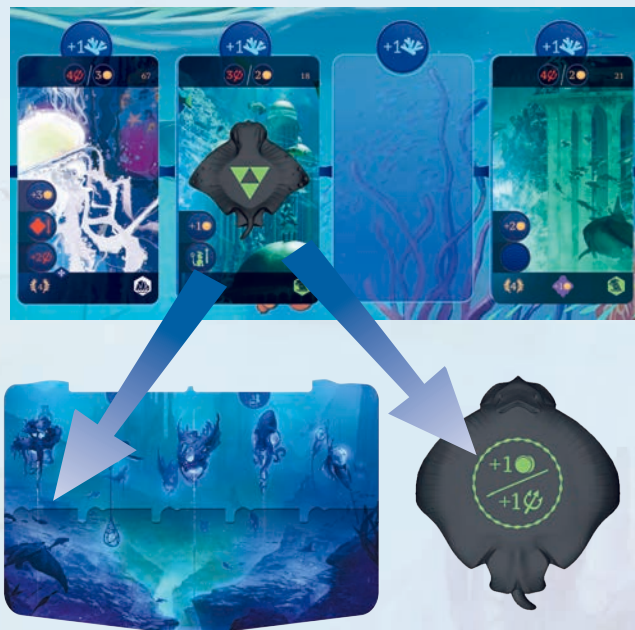
When using this effect, a player places one of their own Mantas, even a tired one, onto a Location on the board. This action fully defends the Location from being bought or conquered by any player, including the defender. No player can obtain it until the Location is supposed to be discarded from the top row. Such a Location is called a “defended Location” and it may affect the strength of certain card effects.

When a defended Location is supposed to be discarded, the defending player takes it onto their own player board instead. This can happen even during another player’s turn when they play a scouting effect. If the defending player’s board is already full, the defended Location is discarded.

When receiving a defended Location, the player does not receive a Coral since the card is obtained during the discard step, not from the top row.

Sometimes, when receiving a defended Location, a player fulfills the condition of a game Goal. However, the player can only declare the completion of the Goal (by placing a Manta next to the Goal) during their own turn.

The Manta used by a player for the defend effect returns to its owner in a rested (active) state. The Manta returns even if the defended Location was discarded instead of being placed on their player board.



## End of the Game — New Game-Ending Conditions

In addition to the standard game-ending conditions (depletion of the Location deck, fulfillment of Goals — for games using the base rules), this variant of the game introduces two additional game-ending conditions:

1. Ending the game by depleting the Reef deck. This condition replaces the condition of depleting the Ocean Creatures deck, as the Reef deck is smaller. The condition is met when there are no more Reef tokens left in the Reef deck.
2. Ending the game by depleting the supply of Corals. This condition occurs when a player takes the last Coral from the main reserve. Subsequently, during the final moves leading to the end of the game, players take Corals from the final reserve if needed. At the end of the game, these Corals also provide 1 Prosperity Point each.

# DESCRIPTION OF REEF EFFECTS

*Players are not obligated to use the effects of their Reefs if they choose not to.*

The following new infographics are used on the Reefs:

+1 

This effect allows the player to add 1 Coral to their supply upon fulfilling certain conditions specified in the text of the Reef effect. Please note that the player adds the Coral to their supply, rather than seeding a Location.

1/2/3 

This effect allows the player to raise a Location by 1, 2, or 3 levels of depth of their choice upon fulfilling certain conditions specified in the text of the Reef effect.

Reef effects can be divided into several categories:


## 1. Activated when Location cards are placed in the slot where the Reef is located.



This effect triggers only once when a Location is placed.

 a defended  
or bought Location here.

If a player places a bought or defended Location card in the slot with this Reef, they can immediately raise that Location card completely.

## 2. Activated when you use the effects or resources of a Location.

+1  when  
you use  /   
on a Location here.

The player receives 1 Coral to their supply each time they use the  /  effect on a Location placed in the slot with this Reef.

+1  to each  resource  
from this Location.

The player receives an additional coin when using coins from the depths of this Location. For example, +2 coins will be considered as +3 coins.

**3. Activated when you place Location cards in the adjacent left or right slot from the slot where the Reef is located.** The effect only applies to the nearest left or right slot, not all slots to the right or left. If you place such a Reef in the far-right position on your player board, it will only affect the left adjacent slot. If placed in the far-left position, it will only affect the right adjacent slot. The effect is triggered immediately upon placing the Location card. You can apply the Reef's effect at any moment during your turn when the conditions are met or immediately after fully resolving your main action.

After you place a Location  
worth  3 or less in  
an adjacent slot, seed it.

A player can seed Locations worth 3 or less Prosperity Points if they place them in the slot to the right or left of the slot with this Reef.

4. Activated after seeding a Location.

*1/2/3 ↑ on a Location here  
after you seed it.*

After a Coral is placed on a Location in the slot beneath this reef using the seed effect, the player can immediately raise it by 1, 2, or 3 levels.

5.  effect

*You may  a Location here.*

The player can use this effect to place a Location from the slot beneath this Reef into their Prosperity Point pile. This effect can only be used after the Location has been fully raised. The player can use this effect during their turn, either before or after playing a Character card.

## SOUTHERN TRIBES MODULE

This module enhances the replayability of games with the Tribes module from the Cold Waters expansion and allows you to play by the rules of that module even if you don't own the expansion itself. The new Tribe cards are designed to synergize with the new effects — Defend and Seed — as well as the new components — Reefs and Corals.

### Components

**Tribe Cards I — 4 pieces:** These provide a permanent bonus (resources or effect) that can be used once during each of your turns. They also give you a fixed amount of Prosperity Points at the end of the game.

**Tribe Cards II — 4 pieces:** These provide an instant bonus that you must use immediately when hiring this Tribe. They also give you Prosperity Points at the end of the game, depending on certain conditions being met.

### Description of some Tribe card effects

*When you seed, additionally  
seed another Location.*

Permanent bonus. Each time a player uses the seed effect (from a Character card or using a Reef token), they perform an additional seed effect. With this effect, the player can seed a Location that has already been seeded by the activating ability. For example, if a player seeded Locations using a Reef effect, they can then use this effect to seed the same Location.

It is important to remember that all bonuses from Tribe I can be activated no more than once per turn. For example, with the above-described effect, the player can only place a single additional Coral on their Location.

*3  for each Ocean Character  
with Seed / ↑ / ↗ ability.*

Thanks to this ability, the player will receive 3 Prosperity Points at the end of the game for each Character card with seed and / or ↑ / ↗ effects. These points are cumulative. In the player's starting hand, there are already two such creatures (Medusa Arcadio and Wave-Teller).

# NEW GOALS MODULE

This module increases the replayability of games based on the basic rules. The new Goals are more challenging to accomplish than the Goals found in the base game box, which can affect the duration of the game. Additionally, the new Goals are designed to synergize with the new components of the game — Reefs and Corals. You can combine the tokens for the new Goals with the Goals from the base box and the Goals from the Cold Waters expansion box.

## Components

Goal tokens — 5 pieces

### Description of Goals



*9 Corals in your reserve*



*4 Locations with Corals on your player board*



*4 scored Locations with the same coin cost*



*4 scored Locations with the same power cost*



*4 Locations on your player board worth different Prosperity Points*



*5 scored Locations worth different Prosperity Points*



*5 scored Locations without a Manta icon*



*4 scored Locations worth 5 or more Prosperity Points*



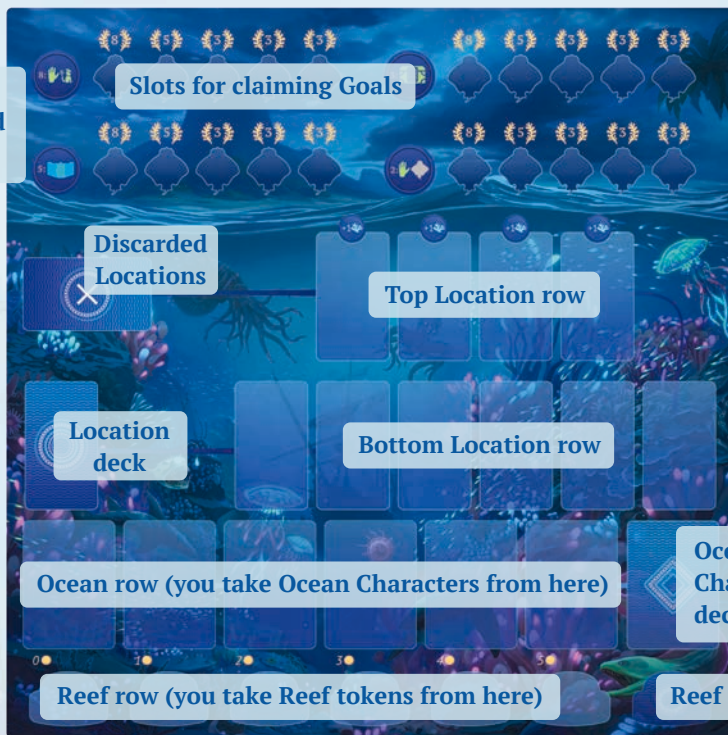
*5 Reefs on your player board*



*4 Locations in slots with Reefs on your player board*

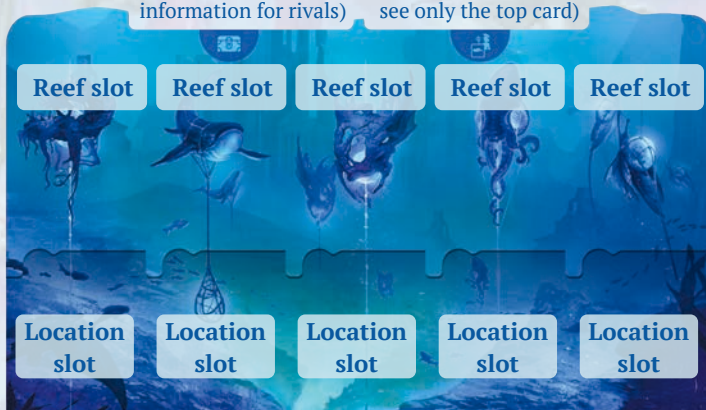
# GAME AND PLAYER BOARD ANATOMY

Base/  
advanced  
Goals



Scored Locations  
(open information  
for owner, closed  
information for rivals)

Played and discarded  
Characters (owner may  
see all of them, rivals  
see only the top card)



# CREDITS

## GAME DESIGNER



Ivan Tuzovsky has a Ph.D. in Cultural Studies. He has successfully delivered 2 monographs: one about Futurology and one about the Digital Age. He turned to the Boardgames side of the Force in 2012 and since then can't focus completely on becoming a full doctor of science and giving lectures at the University about Visual Culture and Art history.

*Dedicated to my son Arcady Tuzovsky and my wife Helen Tuzovskaya*

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## GAME SETUP

Choose the side of the game board — either for playing with the Tribes or with the Goals. For playing with the Goals, lay out 4 random Goals. For playing with the Tribes, lay out 4 random Tribe I cards and 4 random Tribe II cards in their respective places.

Shuffle the ○ and ◇ Ocean Character decks separately. Place one deck on top of the other (order doesn't matter). Place the resulting deck on the board in the corresponding area.

Shuffle the Locations deck and place it in the corresponding area of the game board.

Form the Reef deck: for 2 players — 18 Reefs, for 3 players — 22 Reefs, for 4 players — 26 Reefs, for 5 players — all Reefs. Remove any extra Reefs and place them back in the game box.

Divide the Coral miniatures into two piles — the common supply and the final reserve — based on the number of players (see the table). Regardless of the number of players, 10 Corals of one color are placed in the final reserve.

For example, for 2 players, take 40 Corals: you will use 30 Corals during the game, and leave 10 Corals in the reserve for the end of the game. Place both piles next to the game board.

Number of players	5	4	3	2-1
Coral amount	All	60	50	40

### Player Setup

Each player receives a player board, 7 starting cards, and 5 Mantas of their chosen color. Determine the turn order. If you are using the Kings according to the rules of the base game, distribute their cards among the players. If you are using the Turn Order Mantas module, receive Mantas based on the predetermined turn order. The first player receives the Manta with the number 1 on its back, the next player clockwise receives the Manta with the number 2, and so on.

### End of the Game

End-game triggers:

- One of the players completes all 4 Goals (only for games with Goals)
- The deck of Locations runs out
- The deck of Reefs runs out
- The main supply of Corals is exhausted
- If you are playing with Turn Order Mantas, after one of these conditions is met, players finish the current round and then each player takes one more turn. If you are playing with Kings, after one of the end game conditions is met, all players take exactly one more turn, including the player whose actions triggered the end.