



English rules translation([↔ /thread/2365586/english-rules-translation](/thread/2365586/english-rules-translation))

[Aqualin – Amazon \\$28.46](#) – Affiliate Link

Quinn Swanger   [@qswanger](#) Feb 8, 2020 (edited)

I used Google translate from several cut-and-pasted sections of the original German .pdf rules here:

<https://www.studiogiochi.com/files/studiogiochi.com/2019/12/...>

I edited the results for text formatting, term consistency (e.g., “flocks” in place of both flocks and swarms, and “tiles” in place of tiles, stones, and pieces), and to make more clear (where it seemed obvious) a couple awkward word choices and sentence structures. Here are the results:

AQUALIN

A TACTICAL TILE LAYING GAME FOR 2 PLAYERS, 10 YEARS OLD AND UP

Game idea and goal:

“All kinds of sea creatures romp around on the reef and try to find the best place in a flock. As soon as a jellyfish swims away, a starfish quickly lies down next to the other starfish. ...”

The players try to form flocks as large as possible - one player forms flocks of the same color, the other forms flocks of the same animal species. Because the larger a flock is, the more points it is worth. Whoever has the most points at the end wins.

Game Components:

1 Reef board

36 Sea creature tiles

Game Preparation:

Put the game board - the reef - on the table between you. Turn over all of the tiles so that the sea creatures are hidden, mix them well and put them as a supply next to the game board. Now randomly take 6 tiles from the supply and place them face up next to the game board. This is the common display. Now decide which of you plays with color flocks and who plays with animal flocks, i.e. for whom the respective flocks ultimately score points. A flock is a group of connected tiles with the same color or the same animal species. If you were the last to be in the sea, you start with the first move as the active player.

Game Play:

A game consists of three phases:

1. Move a sea creature
2. Place a new sea creature on the reef
3. Fill up the display

1. Move a sea creature.

Note: This step is not necessary on the first move because there is no sea creature on the reef yet. Before the active player takes 1 sea creature from the display, he may move 1 sea creature on the reef on his turn. The sea creature may be moved (i.e., slid) within its row or column any number of spaces up until it meets the next animal or the edge of the reef.

2. Place a new sea creature on the reef.

The active player chooses 1 sea creature from the display and places it on any empty space on the reef. This can be adjacent to another sea creature, but need not be.

Tip: To make it easier for you to keep track of the flocks, orient sea creatures of the same species in the same direction.

3. Fill up the display.

Before the end of your turn, the active player draws 1 sea creature from the supply and places it face up in the display. Then it is the turn of the other player.

Note: If there are no tiles left in the supply, you are no longer able to draw them. At that point simply play until the display is empty. The players take turns until the reef is filled with all 36 sea creatures. The scoring of flocks then takes place.

Example 1, "Moving a sea creature".

Nina plays with flocks of the same animal species. She moves the yellow crab to the purple crab. So that Markus cannot move the yellow crab back to the yellow flock on his turn, she now places the pink crab.

Example 2, "Placing a new sea creature".

So that Markus cannot push the yellow crab back to the yellow flock on his turn, she now places the pink crab.

Scoring:

The score of the players are the result of the number of sea creature tiles within flocks on the reef. A sea creature can be part of a flock of the same color and the same animal species at the same time. Flocks are connected groups of 2 or more sea creatures of the same type or color. These must adjoin one another laterally.

Leave all sea creatures on the reef for evaluation. First evaluate all flocks with the same color (blue, green, pink, ...). Then evaluate flocks of the same animal species (crab, fish, jellyfish, ...).

How many points you get for your flocks can be seen here:

Flock size:	Points:
1*	0
2	1
3	3
4	6
5	10
6	15

*Note: A single animal is not really a flock and therefore does not score any points! If there is a tie, the player who did not start wins.

Scoring Example:

Markus plays on flocks of the same color. He scores —
blue (4 animals = 6 points, 2 animals = 1 point),
green (1 point),
pink (3 points),
purple (3 points),
red (3 points), and last
yellow (2 x 1 point).
So he has a total of **19 points**.

Nina plays on flocks of the same animal species. She scores —
crabs (1 point),
fish (6 points),
jellyfish (1 point),
seahorse (2 x 1 point),
starfish (10 points), and
turtles (1 point).
So she got **21 points and won!**

Revenge? Do you want to play another round? Then in the next game swap who goes first or swap who will form flocks of the same color and who forms flocks of the same species.

Author: Marcello Bertocchi has been a long-time player with a broad interest in games of all kinds. After a few years in Japan, Marcello returned to Italy with lots of experience, new games and ideas and got to know his wife there. He recently started studying and collecting strategic two-person games and founded XVgames, a small publisher specializing in two-person games. His game FeudaLink won second place in the 2018 games competition Premio Archimede and now appears under the name Aqualin at KOSMOS.

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Please note that I received clarification about the tile movement from a posted game preview video. I edited the rules above to be “The sea creature may be moved (i.e., slid) within its row or column **any number of spaces up until** it meets the next animal or the edge of the reef.”

Quinn Swanger   @qswanger Apr 27, 2020

So, for all this work here, it seems the actual English rules are now up:

[https://www.thamesandkosmos.com/manuals/full/691554_Aqualin ...](https://www.thamesandkosmos.com/manuals/full/691554_Aqualin...)