Fintastic Sea

Put on your seaboots, pack your baits and get aboard the "*FINTASTIC SEA*" as it embarks on a scientific voyage to collect marine life and create lush and diverse Ecosystems.

14 + | 2 - 4 | 30-80

AIM OF THE GAME

In Fintastic Sea, you play a marine biologist. You utilize each fish's Ocean Ability and Food Chain hierarchy. Activate your Reserves and make use of the Ocean currents to catch as many fish as you can and release them into new Ecosystems.

Your goal is to earn **Environmental Points** (EP) by creating diverse Ecosystems matching the scoring conditions of both Public (Special Fish) and Personal objectives (Secret Fish).

At the end of the game, the Player with the most points wins!

COMPONENTS

108 Fish cards:

2 Coral cards

1st Player card

6 Special Fish cards:

Wave card

2 Rulebooks
(EN, DE)

24 Secret Fish cards

4 Player cards

3 Player aids
(double sided: EN/DE)

CARD ANATOMY

- Special Fish
- Secret Fish
- Fish type
- Scoring condition

- Value
- Fish size
- Ocean Ability
- Reserve ability
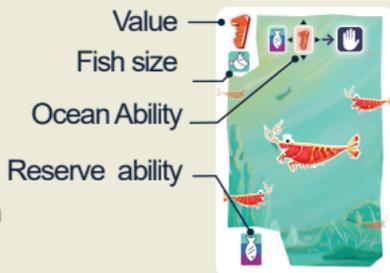
GAME SETUP

1 Form the *Ocean area* by placing Coral cards in the center:

2-Player game: Arrange **8 cards** into a **3×3 grid** with **1 Coral** 🪸 in the middle to form the Ocean.

3-4 Player game: Arrange **10 cards** into a **4×3 grid** with **2 corals** 🪸🪸 in the middle to form the Ocean.

2 Shuffle the **Special Fish** ⭐ deck and place **2 cards face-up** next to the Ocean grid. Return the rest of the cards back to the box.

3 Shuffle the **Secret Fish** ❤ deck and give each Player **1** card.

4 Deal **3 FISH CARDS** 🃏 to each Player. These cards should be kept hidden from others. The remaining cards form the Fish Deck (draw pile).

5 Place a Player card in front of each player, indicating:
Reserve Area 🔴 is on their **left-hand side**, and their **Ecosystem area** 🌿 is on their **right-hand side.**

6 Place the wave card 🌊 with round 1 arrow 🔽 facing the grid.

7 Randomly choose the first Player, give them the First Player card.

GAME OVERVIEW

At the beginning of each game, 2 Public Objectives ⭐ will be revealed, indicating the ideal-conditions for new **"Ecosystems"**.

Players take turns playing one card from their hand in the Ocean, activating each fishs` special ability and possibly catching other fish in the process.

Release the fish either into your active **"Ecosystem"** 🌿 to score **EP** according to the current objectives at the game end.
Or
Add the fish instead to their personal **"Fish Reserve"** 🎣 for later use, triggering each fish unique Reserve ability at any time during your turn.

The game is played over **8 rounds** for **2 Players** and **6 rounds** for **3-4 Players**. The Player with the most **EP** at the end of the game wins.

Each round is split into 2 phases:

A. VOYAGE PHASE *(action phase)*

This is when you sail aboard the 'Fintastic Sea' to gather new fish for your Ecosystems and Reserves. **On your turn,** you *must* either:

or

PASS if you have no Fish cards left in hand, ending your turn.

PLAY A CARD from your hand into the Ocean. Then you *may* perform any of the following actions *in the following order :*

1 🌊 **OCEAN** Ability *p.5*

2 🔗 **FOOD CHAIN** Ability *p.5*

free action
🎣 Activate **Reserve** *p.6*
🌿 Enhance **Ecosystem** *p.7*

B. WAVE PHASE *(upkeep phase)*

The tides are shifting! The wave current will move around all fish in its direction, revealing new ones for the next voyage!

PLAYING A FISH IN THE OCEAN

The fish must be placed **orthogonally adjacent** to at least one other card (including Coral cards) in the Ocean.

Place the fish **up to 3 steps** away (orthogonal *or* diagonal) from any Coral card.

Fish cards must be placed on empty spaces. You can not cover an existing card.

After playing a card into the Ocean, you may perform any of the following actions in the following order

1 OCEAN ABILITIES

Each fish has a unique Ocean Ability that *may* be triggerd once placed in the Ocean. Please refer to the ***Reference Sheets*** or *Page 11* for an overview of all abilities.

2 FOOD CHAIN ABILITY

You *may Catch* an orthogonally adjacent *smaller* fish (have a smaller number than the one you played).

If you *Catch* a fish, you must place the caught fish either in your **Active Ecosystem** or in your **Fish Reserve**.

In this example, Player A plays a Lion fish (*7*) into the Ocean.

First: Trigger its *Ocean Ability* to catch a fish next to Coral: Then take(*4*) and add it to your Active Ecosystem.

Second, trigger its *Food Chain Ability*. The Player decides to catch (*1*) and place it in their Fish Reserve.

5

ACTIVATE RESERVE

You *may* discard *2 identical fish* from your Reserve to activate their Reserve Ability. This is a *free action*.

You may repeat the Active Reserve action as many times as possible at your turn.

There is no limit to the number of cards you can have in your Reserve. You can have multiples of the same fish.

Please refer to the *Reference Sheets* or *Page 11* for an overview of all abilities.

In this example, Player A continues their turn by activating their *Reserve Abilities* by discarding a pair of shrimps (1 1), allowing them to catch any fish from the Ocean.

Player A decides to catch a swordfish (9), placing it in their Reserve instead of their Active Ecosystem. Player A immediately activates the Reserve Ability once more by discarding a pair of swordfish (9 9) to gain a *Secret Fish* to their hand.

Finally, Player A decides to add the new gained Secret Fish to their *Active Ecosystem*, ending their turn.

Discard

Hand cards

Closed Ecosystems

ENHANCE ECOSYSTEM

You *may* add any number of unique **Secret Fish** 🔴 to your Active Ecosystem.

Ecosystems are the main way to score EP. Each Ecosystem will score EP for every fulfilled **Special Fish** ⭐ Objectives and any added **Secret Fish** 🔴 at the end of the game.

Players can have multiples of the same fish in the same Ecosystem.

Players are only allowed to have 1 open Ecosystem at a time. Each open Ecosystem can hold a maximum of **9** fishes and an unlimited number of unique **Secret Fish.** 🔴

If an Ecosystem already has **9 fish**, you must close it before placing any more. Sort Ecosystem (Fish cards + any added Secret Fish) into a face-down deck and set it aside. *Do not mix closed Ecosystems as they will be scored separately later.* Then draw 2 Secret Fish 🔴 ,keep one, and place the other at the bottom of the Secret Fish deck. Begin a new Ecosystem.

You are allowed to check your closed Ecosystem at any time.

⭐ SPECIAL FISH:

Two Special Fish cards are revealed during the setup. These will be active for the entire game.
Special Fish cards set the condition for scoring all Ecosystems. Please refer to *page 10* for each Special Fish explanation.

❤️ SECRET FISH:

As a *free action*, you may add any number of Secret Fish to the Ecosystem until you close it. You **cannot** have **duplicate** Secret Fish in the same Ecosystem.
Secret Fish **do not** count toward the 9-fish limit.

B. WAVE PHASE

Play until all Players pass. This triggers the wave phase.

> Player's turns may take longer, if they acquire new cards, further extending their turn.

1 Move fish with the current

Move all cards **1 step** in the direction of the wave.
Coral reefs **remain in place** and **block the movement**. Fish cannot move past them, which blocks the movement of the entire row or column.
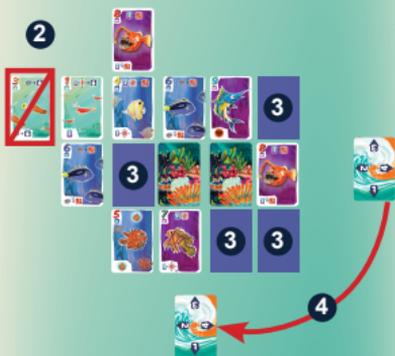
2 Discard fish

Remove all fish which are more than **2 steps** away from the Corals. starting with the Top-left corner of the ocean grid and going clockwise.

3 Populate the reef

Draw and place new Fish cards to refill any empty spaces around the Coral(s).

4 Move the wave card

Move the Wave card **1 step** clockwise indicating the number of the new round.

5 Draw new cards

Draw 3 new cards to each Player and pass the First Player Marker clockwise. The next round begins.

The Angler-fish (8) does not move because it is blocked by the Coral.

The Fire Coby will be discarded because it is more than 2 spaces away from the Coral.
Refill the 4 cards around the coral with new Fish cards.
Then move the Wave Card one step clockwise.

GAME END & SCORING

The game ends after 8 rounds for 2 Players or 6 rounds for 3-4 Players. Score each Ecosystem separately earning EP for each achieved **Special Fish** ⭐ **+** any added **Secret Fish** ❤️.

Cards left in Reserve **DO NOT** score any Environmental Points!

The Player with the most Environmental Points (EP) wins.
In case of a tie, the Player with the most fishes in their Reserve wins.

In this example:

In the 1st Ecosystem:
The Jellyfish scores 3 points for each set of small, medium and big fish. There are 2 sets, earning **6 EP**.

The Octopus scores a minimum of 3 of the same fish. Each scores 1 point, totaling **6 EP**.

Then, score the Secret Fish, the Manta. In this Ecosystem, each big fish is worth 2 EP, totaling **8 EP.**
6 + 6 + 8 = **20**

In the 2nd Ecosystem:
The Jellyfish scores 9 EP, Octopus score 6 EP.
For the Secret Fish:
The Sea Turtle scores for each odd-numbered fish 1 EP, totaling **9 EP.**
The Salmon scores for each unique fish 1 EP, totaling **5 EP.**
So, in total: 6 + 6 + 9 + 5 = **29**

In the 3rd Ecosystem:
The Jellyfish scores 3 EP.
The Octopus score 0 EP.
The Hermit crab scores 1 EP
So this Ecosystem scores: **4**

In the end, Player A scores:

20 + **29** + **4** = **53**

USEFUL NOTES

Fish cards are limited: the more Ecosystems are closed, the fewer of each type remain in the Ocean. It can be helpful to keep track of which fish other Players are adding to their Ecosystems.

Secret Fish 🤎 will earn extra 🪙 for your Ecosystem. Earn them by discarding two swordfishh (*9 9*) from your Reserve.

A **SET** of fish means duplicates of the same fish. You cannot use the same set to fulfill multiple **Special Fish** ⭐ objectives.

A **RUN** of fish means *cards in an ascending order*. For example here are two different runs: (*2 3 4 5*) (*7 8 9*)

SPECIAL FISH ⭐

Octopus
🫙 = : 3+
Set of same fish
1 EP per Fish (min. 3)

Eel
🫙↑ : 3+
Run of fish
is **1 EP per Fish** (min. 3)

Jellyfish
🐚🏖️📕 : 3
Combination of
S/M/L fish is **3 EP**

Flyingfish
🟥 : 🪙
Sets of 3 fish
is **3 EP** each

Seahorse
🟨 : 🪙
Set of 2 fish
is **2 EP** each

Coral
🟦 : 🪙
Set of 4 fish
is **5 EP** each

SECRET FISH 🤎

Manta
📕 : 🪙
BIG FISH
are **2 EP** each

Turtle
1 3
7 9 : 🪙
Odd numbered fishes
are **1 EP** each

Flatfish
🏖️ : 🪙
MEDIUM FISH
are **1 EP** each

Starfish
2 4
8 6 : 🪙
Even numbered fishes
are **1 EP** each

Hermit crab
🐚 : 🪙
SMALL FISH
are **1 EP** each

Salmon
🫙≠ : 🪙
Unique fishes
are **1 EP** each

	🌊 OCEAN	🎣 RESERVE

SMALL FISH 🐚

Shrimp — 1

Ocean: *Gain* one any adjacent fish next to shrimp **back to your hand**. *Can not Gain shrimp*

Reserve: *Catch* one any fish from the Ocean, place in Reserve or Ecosystem.
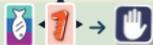
Sardines — 2+

Ocean: *Sardine School* combines its strength to catch other fish or to make itself harder to catch.

Reserve: *Adds* temporarily **+4** to the strength value of the fish you just played.

Fire goby — 3

Ocean: *Draw* a new fish card **back to your hand**.

Reserve: *Draw* a new fish card **back to your hand**.

MEDIUM FISH 🐟

Butterfly fish — 4

Ocean: *Catch* one any fish adjacent to a Coral, place in Reserve.

Reserve: *Catch* one any fish adjacent to a Coral, place in Reserve or Ecosystem.

Blowfish — 5

Ocean: *Move* all adjacent fish 1 step away from the Blowfish. If a fish hits the Coral, **catch** it.

Reserve: Apply the Blowfish ability to any fish of your choice in the Ocean.

Blue tang — 6

Ocean: *Draw* the top card from the Discard pile, place it in Reserve. If not available, draw from Fish Deck.

Reserve: *Draw* the top two cards from the Discard pile, place them in Reserve. If not available, draw from Fish Deck.

BIG FISH 🐡

Lionfish — 7

Ocean: *Catch* a smaller fish adjacent to a Coral, place in Reserve or Ecosystem.

Reserve: *Catch* any fishes adjacent to a Coral, place in Reserve or Ecosystem.

Angler fish — 8

Ocean: *Catch* one any fish from the Ocean, place in Reserve.

Reserve: *Catch* one any two fishes from the Ocean, place in Reserve.

Sword fish — 9

Ocean: *'Biggest in the food chain!'* No active Ocean Ability.

Reserve: *Draw* 2 Secret Fish cards. Keep one and place the other at the bottom of the deck. *You may either add it to your open Ecosystem or save it for later.*

SPECIAL FISH ★

| EP Environmental points | A Run (min.3) | A Set (min.3) |
| A Set of two | A Set of three | A Set of four |

SECRET FISH ♥

| Small | Medium | Large |
| Different fish | Odd # | Even # |

🌊 / 🪝

| Any fish in Ocean | Fish Deck | Discard Deck |
| Hand | School | Bomb |

A. VOYAGE PHASE

On your turn, you must either:

or

PASS if you have no fish cards left in hand, ending your turn.

PLAY A CARD from your hand into the Ocean. Then you *may* perform any of the following actions *in the following order:*

① 🌊 **OCEAN** Ability *p.5*

② 🔗 **FOOD CHAIN** Ability *p.5*

free action

🪝 Activate **Reserve** *p.6*

🌿 Enhance **Ecosystem** *p.7*

B. WAVE PHASE

1 Move fish with the current

2 Discard fish

3 Populate the reef

4 Move the wave card

5 Draw new cards

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