

AQUALIN

RULES

1. Place the empty game board in the middle of the playing area.
2. Randomly place all of the playing tiles face down near the game board.

3. Pick six tiles to flip face up and use as the drafting pool and arrange them next to the board where each player can reach them.



4. The first player to take a turn may only place a tile, as no other tiles are present to be moved.

On their turn, each of the players:

- a. May move a tile already placed on the board in any direction (not diagonally) until it meets another tile.
- b. Must place a tile from the drafting pool in any open space on the board.



5. At the end of each turn, a player must choose tile from the face down pile to replenish the drafting pool back up to six tiles.

6. The game ends when the drafting pool is empty.
7. Players count their scores using the scoring card and the winner is declared.



THINK ABOUT WHILE YOU'RE PLAYING

Get to know the game rules and all the different tiles.

Then, think about some of the following questions:

- a. Is Aqualin similar or different to some other games you have played, in what ways?
- b. On your turn, do you think first about scoring points for yourself, or taking them away from your opponent?
- c. Have you thought of any strategies that only when playing Aqualin?
- d. Is it better to get a few large schools, or several small ones, why?

EXTRA CHALLENGE

1. What is the largest school you can make? Can you make one larger than six tiles?
2. Can you stop your opponent getting a school bigger than four tiles?