

AQUA SPHERE

SETUP

- Connect all 6 Sectors together in a random order.
- Create facedown stacks for the Research Cards and Lab Expansions.
- Place 1 Research Card next to the Red areas and 1 Lab Expansion next to the Green areas of each Sector.
- Stack Centre Tiles based on the number of players with random orientations in the centre of the Sectors, highest number on the bottom.
- Assemble the Headquarters. 
- Place 4 random Program Cards faceup in a stack.
- Place the 7 Programming Tiles on the spaces in the Headquarters according to the top Program Card, then discard the Card.
- Each player chooses a colour and takes:
 - 1 Base Lab** - which indicates the Letter of your Starting Sector.
 - 1 Player Board**
 - 6 Submarines** - place on your Player Board.
 - 1 Scientist** - placed in the Blue area in your Starting Sector.
 - 1 Engineer** - placed in the Start space of the Programming Section.
 - 1 Counter** - placed at the start of the VP track.
 - 1 Counter** - placed on the '0+' space of the Full Circle Counting Track.
 - 16 Bots** - place 14 on your Player Board and 1 on your Programming space corresponding to the colour in the White area in your Starting Sector.
- If your Starting Sector is adjacent to a '0' Lock gain 3 Time Tokens. Otherwise gain 4.
- Choose a Start player, they place 1 Bot at the Start of the Play Order track. In clockwise order the other players do the same on each next free space.
- According to the top of the Setup Card corresponding to the number of players, place Resources in the corresponding coloured areas in each player's Starting Sector. Take 1 Submarine from the left-most space on your Player Board and place on the area with a single crossed out Time icon.
- Draw 1 Base Lab for each additional line on the Setup Card to indicate how the rest of the game is setup. Use "neutral" Bots and/or Submarines from unused colours in 2/3 player games.

COURSE OF A ROUND

The game is played over 4 Rounds. On your turn choose 1 of the following 3 options:

1) PROGRAM 1 BOT

Program in 1 of the following 2 ways:



- Move your Engineer 1 space along an arrow path to a Program Symbol. Then place 1 Bot on the corresponding Programming space on your Player Board, using any Research Cards that activate on HQ spaces.

OR



- Once per round you may pay 3 Time Tokens to place 1 Bot on any available Programming space on your Player Board. Place 1 of these Time Tokens in the right upper corner of your Player Board to indicate you've used this option.

Max. 2 programmed Bots at a time on your Player Board.

At any time on your turn return a programmed Bot to your Supply to gain 2 Time Tokens.

2) CARRY OUT AN ACTION WITH 1 PROGRAMMED BOT

- You may move your Scientist to another Sector. Pay the indicated number of Time Tokens for each Lock it passes through.
- Place your Scientist in 1 of the coloured Action areas corresponding to 1 of your Programmed Bots.
- Move your Programmed Bot into the centre of this Sector, you now control this Sector. If another Bot is on this space, move it to the Loading Station. If this exceeds the limit then each player with Bots there returns all but 1 Bot back to their Player Board.

LOADING STATION LIMITS: 2 Players = 2 Bots | 3 Players = 4 Bots | 4 Players = 5 Bots

- Carry out the Action, using any Research Cards that activate with that Action.

3) PASS

Move your Engineer from 1 of the top Programming Tiles to the next free space on the Pass Order Track. You may not carry out any more Actions this Round.

END OF ROUND

Once all players have passed the Round ends. Perform the following:

- Gain 1 Time Token per Submarine you've deployed.
- Discard any Time Tokens from the top-right of your Player Board.
- You may use any  Research Cards.
- Calculate your VP total (*do not gain it yet*):
 - The player with the majority of Bots in the centre of all Sectors gains 6 VP. If tied, all tied players gain 3 VP.
 - Gain highest revealed VP in a column of deployed Bots above a deployed Submarine.
 - Gain VP according to the number of Crystals you own:
1 = 1VP | 2 = 3VP | 3 = 6VP | 4 = 10VP | 5 = 15VP | more than 5 = 21VP
 - Lose VP according to number of Octopods in Sectors you control:
1 = -1VP | 2 = -3VP | 3 = -6VP | 4 = -10VP | 5 = -15VP | more than 5 = -21VP
- Adjust your VP counter. Pay 1 Crystal to cross a Red Line. If you have no Crystals, you may choose to return 1 Bot from 1 of your Program Symbols on your Player Board without gaining Time Tokens. You cannot ever fall back behind a Red Line.
- Place 1 Research Card next to the Red areas and 1 Lab Expansion next to the Green areas of each Sector, on top of any previous.
- Add additional components into each Sector according to the Centre Tile.
2/3 PLAYER GAMES: each Sector may only contain 1 neutral Submarine, so place these Submarines into the next available clockwise Sector.
- Discard the top Centre Tile.
- Rearrange Bots on the Play Order track to correspond to the Pass Order track.
- Return Engineers to the Start space.
- Place the 7 Programming Tiles on the spaces in the Headquarters according to the top Program Card then discard it.

FINAL SCORING

After the 4th Round the game ends and Final Scoring takes place. Red lines are no longer relevant:

- Score VP per number of different Letters in your Lab:
1 = 1VP | 2 = 3VP | 3 = 6VP | 4 = 10VP | 5 = 15VP | more than 5 = 21VP
- Score 1 VP per Time Token you own.
- Score 5 VP if you've deployed all 5 Submarines.
- Score 5 VP for a completed Lab.

The player with the most VP wins the game.

Ties are broken by most controlled Sectors, followed by most Crystals owned.

ACTIONS

Your Supply limits are indicated by the icons in your Lab.

EXPAND YOUR LAB

- Take the top Lab Expansion from the Sector and place in your Lab.
- If the Expansion has Letter(s), you may place 1 Bot in the centre of the Sectors corresponding to those Letters.

You may have a maximum of 5 Expansions.

TAKE TIME TOKENS

Take as many Time Tokens as you can from the Sector, according to your supply limit. Always gain a minimum of 2, taking any additional from the Supply.

TAKE CRYSTALS

Take as many Crystals as you can from the Sector, according to your supply limit.

CATCH OCTOPODS

- Discard as many Octopods from the Sector as you can, according to your supply limit..
- Immediately score VP corresponding to the number discarded:

1 = 1VP | 2 = 3VP | 3 = 6VP | 4 = 10VP | 5 = 15VP | more than 5 = 21VP

DEPLOY A SUBMARINE

- Deploy the left-most Submarine from your Player Board onto the next available Submarine space in the Sector.
- Pay Time Tokens equal to the number of Time icons on the space.
- Gain VP according to the number on the Centre Tile.

You may only have 1 Submarine per Sector.

TAKE A RESEARCH CARD

- Gain the top Research Card from the Sector.
- Gain VP according to the number on the Centre tile.

PROGRAM A BOT

Move the next Bot from your Player Board to your Programming space corresponding to the colour in the White area of the Sector. If the space is already occupied, instead gain 2 Time Tokens.

RESEARCH CARDS

Permanent effect. 



Each time you move your Engineer into the depicted Programming space, gain the indicated reward.



Each time you catch at least 1 Octopod, gain the indicated reward.



When moving you may pay 1 Time Token to place your Scientist on the opposite side of the Station.



Gain 1 VP for each opponent's Bot you cause to be removed from a Loading Station.



You no longer have to pay Time Tokens when moving through a '2' Lock.



Pay half (*rounded down*) of the depicted Time Tokens when you deploy a Submarine.

Activate for a 1x use at any time.



Move your Engineer 1 space sideways and place 1 Bot on the corresponding Programming space on your Player Board.

Use during End Of Round scoring.



You may pay 1 Time Token to place 1 Bot from your Supply on the depicted Program Symbol.

Activate for a 1x use immediately.



Gain 2 Time Tokens and place 1 Bot from your Supply on the depicted Program Symbol, or gain 2 Time Tokens if occupied.