# MARINE WORLDS

AN ARK NOVA EXPANSION

## INTRODUCTION

This expansion adds a new type of animals to your zoos: sea animals. To accommodate them, you will have to build aquariums, a new kind of special enclosure.

A new university allows you guaranteed access to 1 animal icon of your choice (while supplies last).

For all Action cards there are now 4 alternate versions with small bonuses. Replace 2 of your Action cards with alternate versions at the start of a game to give yourself a familiar, but different game.

Also, this expansion comes with new Zoo cards, Final Scoring cards and Bonus tiles to mix with those from the base game.

And lastly it contains individual counters for the 3 tracks and, for each color, a set of 7 animals to use for supporting conservation projects instead of the regular player tokens.

**Attention!** *In addition to new content, this expansion also contains some replacements for the base game. See page 2 for further information.*

## COMPONENTS

### 81 Cards (+38 replacements)

**54 (+9) Zoo cards**

**6 (+7) Final Scoring cards**

32 Animals

16 (+8) Sponsors

6 (+1) Conservation Projects

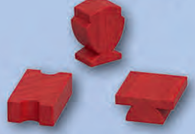
**1 (+2) Base Conservation Project cards**

**20 alternate Action cards (+20 replacements)**

### Boards & Mats

**1 replacement Association board**

### Wooden Components in each player color:



**3 alternate counters**

**7 alternate player tokens**

### Tiles & Tokens

**8 Special Enclosures**

*(both sides are the same)*

4x Small Aquarium

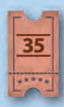
4x Large Aquarium

**4 unique buildings**

**7 universities**

**6 (+1) Bonus tiles**

**1 tile for solo play**




*front*

*back*

**3 Kiosk / Pavilion tiles**

# BEFORE SETUP

Add the new special enclosures, unique buildings and the extra kiosks/pavilions to the supply. (If you can no longer fit everything into the organizers, use a zip bag.)

Add the new Bonus tiles to those from the base game.

Add all the Zoo cards, Final Scoring cards and the Base Conservation project card to their respective decks from the base game. If, at a later time, you want to play a game without the expansion again, you can identify all new cards by this icon:
You can find it on the left side of the colored band with the card name.

**Attention!** *The following cards replace cards from the base game: 001, 003, 005, 008, 009, 010, 011, 101, 102, 131, 207, 208, 225, 226, 227, 250, 261, 262. Please make sure to remove the respective older components.*

*Some of these cards are replaced because their power has been changed for the new cards from this expansion. Others are replaced because they bore an icon for "all animal types" that does not include the new sea animals; the replacement cards feature a new icon to symbolize "different animal types". At the same time we also introduced a new icon for "different continent types" (old ; new ; there is no new continent in this expansion).*

*Also the Action cards of the base game are replaced with a version that is functionally identical (plus allowing you to build aquariums), but uses less text to make room for the new options of the alternate Action cards.*

*A replacement for the Bonus tile "Play a Sponsor card from hand by paying money" is included as well. It now features a gray background and the icon introduced on the new bonus tiles, which means it can be used at a later time. For more information on these see the Glossary.*

# SETUP

When playing with this expansion, set up the game as usual but with the following changes or additions:

## Global Setup

**2** Place 1 additional random Bonus tile face up next to the appeal icon next to space 15 of the Reputation track. See page 8 for the rules for this tile.

**5** Use the new Association board instead of the one from the base game.

**5a** Place the new generic university (the one with the icon) on its spot on the Association board. Place the specific university tiles next to the Association board.

## Personal Setup

**B** (After taking a zoo map, but before doing anything else.) Draft 2 alternate Action cards. (For the details of the draft, see the explanation of the alternate Action cards on page 8.) Replace the 2 respective standard Action cards with the 2 drafted Action cards. Then place your Action cards in the usual way (*Animals* Action card in slot 1, all other Action cards randomly distributed under the other 4 slots).

C1 Use the alternate counters from this expansion instead.

C2 Instead of placing 7 regular player tokens at the left edge of your zoo map, use the 7 alternate player tokens from this expansion.

# GAMEPLAY

This expansion introduces 3 new concepts: sea animals, a new university, and Action cards with a twist.

## New Animal Category: Sea Animals

### GENERAL RULES

Sea animals are represented by this icon:

Some sea animals also belong to a second animal category. *For example, the Sand Tiger Shark is both a sea animal and a predator.*

### SEA ANIMAL ACCOMMODATION

Most sea animals have to be accommodated in the 2 new special enclosures, the small and large aquarium. **They cannot be accommodated in any other enclosure**.

Only a few animals that belong to the sea animal category **and** another animal category can also be accommodated in a standard enclosure or the reptile house (see next page; this does not apply to all such animals).

This is the large aquarium. It covers 5 spaces.

This is the small aquarium. It covers 2 spaces.

Both aquariums have a water icon on them, which means that you must build them next to at least 1 water space. The icon on the aquarium then counts as a water icon in your zoo.

You can build both 1 large and 1 small aquarium in your zoo. Like all other special enclosures, you can build a maximum of 1 each, so you are not allowed to build 2 of the same aquarium type.

If you build both, they do not have to be next to each other.

You can buil both aquariums with Side I of the *Build* Action card already. You do not have to upgrade the *Build* Action card to be able to build them.

When building an aquarium, you are allowed to move an animal into it from the reptile house, provided you have one of the few animals than can be accommodated in either. Likewise, you can move one of these animals from an aquarium into the reptile house when you build that. When moving an animal from a standard enclosure into a newly built special enclosure, the same rules apply as when releasing it into the wild: You must always remove the required number of player tokens from a special enclosure first if you can. Only if you cannot, you may flip a standard enclosure. If you have enough tokens in your first aquarium, that means that you may not be able to move an animal from a standard enclosure into your second aquarium when building it.

These are the different accommodation possibilites for sea animals:

This sea animal can only be accommodated in an aquarium. Note that the standard enclosure size is depicted in RED and the number inside is dark. That means that the animal **cannot** be accommodated in a standard enclosure. The standard enclosure size is only used to determine if for example the animal is a small or large animal (here a small animal). Next to it the card shows an aquarium with a number on it. This number

indicates how many player tokens you must place on an aquarium to accommodate this sea animal. Although only the large aquarium is depicted, you can accommodate the animal in the small or large aquarium. You can even place tokens on both the small and large aquarium if needed (not here because you only need to place 1 token).

The aquarium for this sea animal needs to be next to a rock space. If you place player tokens in both your small and your large aquarium to accommodate this animal, then both of these aquariums need to be next to a rock space.

This animal can be accommodated in either an aquarium **or** a reptile house and you need to place 3 player tokens in either of these special enclosures. You are not allowed to mix these enclosures (for example placing 2 tokens on an aquarium and 1 token on the reptile house is not allowed).
Because the depicted standard enclosure size is 4, it is a large animal.

This is the rare case of a sea animal that can be accommodated in either a standard enclosure or an aquarium. Therefore the standard enclosure size is depicted in the standard color and not in red.
Whichever enclosure houses the animal must be next to water and rock.

## REEF DWELLERS

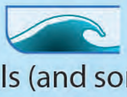
About half of the sea animals in this expansion are Reef Dwellers. They have a new icon on the right side of their card with their Reef Dweller effect depicted on it (1).

Whenever you play a Reef Dweller card, trigger the Reef Dweller effects of all Reef Dwellers in your zoo (including the Reef Dweller you just played). That way, you can get the Reef Dweller effect of an animal multiple times, not just once.

New Reef Dweller effects are both depicted and explained in the text box of the card.
In this case there is a coral icon in front of the description (1a). Some Reef Dweller effects are not explained on the card, because they are known from the base game.
If Reef Dwellers have text on the card, but without the coral icon in front of the description, that is another animal ability (2).

You can choose the order in which you resolve any Reef Dweller effects and additional abilities (after finishing effects must be resolved after completing the action, as usual).

## WAVE ICON



All sea animals (and some Sponsor cards related to sea animals) have this wave icon on them. It can be found on the right side of the card, directly underneath the colored band with the name of the card.

This icon has **no effect when playing** the card.

Instead, whenever you replenish the display and add a card with the wave icon on it, discard the bottom card (folder 1) of the display and replenish again. In the rare case that you reveal 2 (or more) cards with a wave icon at the same time, discard 1 card for each wave icon (so the bottom 2 or more).

Ignore the wave icon during setup.

## Example: Playing an animal in an aquarium

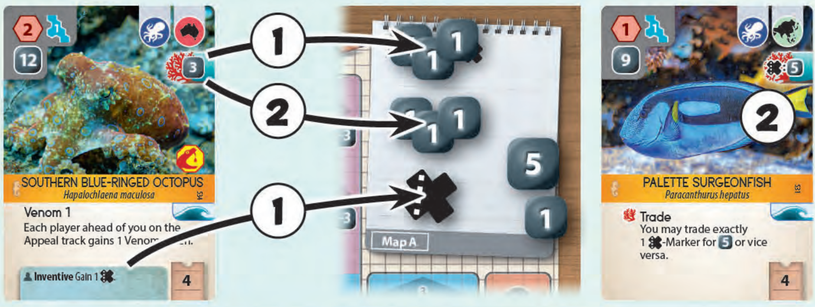
*You have both aquariums and play the Coastal Manta Ray. It needs 4 player tokens in the aquarium. Since you still have the Common Octopus in hand, which needs 2 spaces in an aquarium next to a rock space, and only your large aquarium is next to rock, you want to leave enough free space in there. Thus, for the Coastal Manta Ray you place 2 player tokens in the small aquarium and 2 player tokens in the large aquarium.*

## Example: Playing a Reef Dweller

(1) *Playing the Southern Blue-ringed Octopus as your first sea animal gives you 3 money and 1 X-token (assuming a solo play or using the friendly variant).*

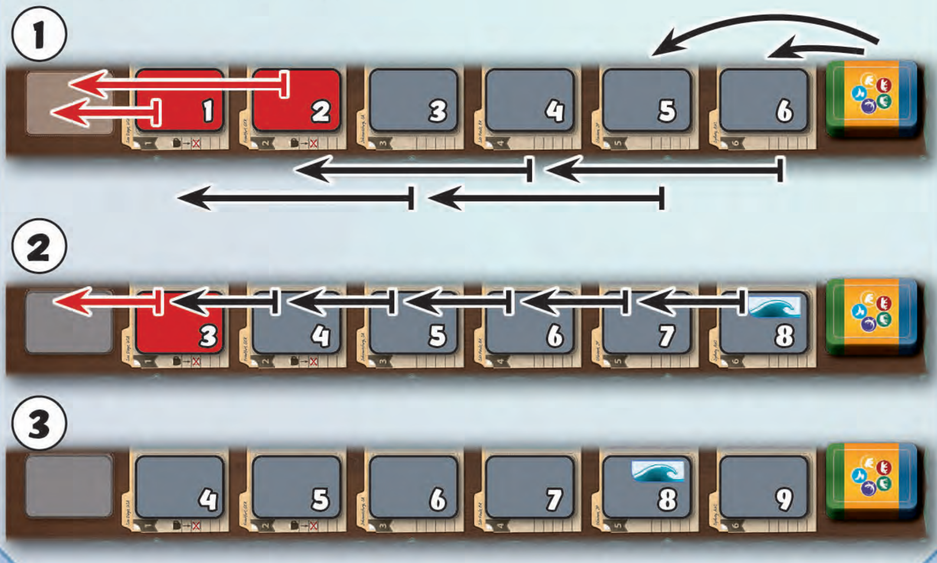
(2) *Playing the Palette Surgeonfish as your second animal gives you both Reef Dweller effects in any order of your choice, 3 money (from the octopus) and the ability to exchange 1 X-token for 5 money or vice versa (from the surgeonfish). You do not get the X-token from the octopus again.*

*If at a later time you play another Reef Dweller, you will again get 3 money from the octopus and the option to exchange 1 X-token for 5 money or vice versa from the surgeonfish, in addition to the Reef Dweller effect of that animal.*




## Example: Revealing a Wave Icon

(1) *During the break, you discard the two bottom cards of the display, move the remaining cards down and add 2 new cards to folders 5 and 6 of the display.*
(2) *One of these cards has a wave icon, so you discard the new bottommost card (folder 1) of the display, move the remaining cards down, and add another new card to folder 6.*
(3) *The new card has no wave icon, so you are done replenishing and move on to the next step of the break.*



## A New University

When using an Association action to gain a partner university, you may take a new university only if both of the following are true:

*These universities are thematically based on the WAZA studbook initiative.*

1. The generic university (the one with the icon) is still on the Association board.
2. You do not have any of the new universities yet.

Take a new university with the animal icon of your choice from those next to the Association board and place it on the next available partner university space on your zoo map.

Take the generic university from the Association board and place it next to the Association board. During the next break, when replenishing the Association board, place it back on its spot on the Association board.

This means that ...

- each player can have a maximum of 1 new university.
- until each break, only 1 player can gain a new university.
- the choice of new universities gets smaller, the later you take one.

Taking a new university gives you 3 advantages:

(1) You gain 1 animal icon in your zoo (which one it is depends on the university you chose).

(2) You may find 1 card from the deck that matches the animal icon on your university. Reveal cards from the top of the deck until you reveal a card that has a matching animal icon. Whether that card is an Animal card or a Sponsor card, take this card into your hand and tuck all other revealed cards under the deck (without changing their order).

(3) You gain 1 research icon in your zoo.

### Example: Gaining one of the new Universities

*Using an Association action, you want to take a new university. The university for birds is not available anymore, so you have the choice between the remaining 5 universities.*

*You choose the primate university and place it on your zoo map. Also you move the generic university off the Association board so that no other player can take a new university until the next break.*

*Gaining the primate icon in your zoo triggers your Baboon Rock, giving you 2 appeal.*

*The new university also allows you to find one card of its animal category. You reveal cards from the top of the deck until you reveal the first card with a primate icon on it, the Bolivian Red Howler. You add that card to your hand and tuck the other revealed cards under the deck.*

# Action Cards with a Twist

## NEW ACTION CARDS LAYOUT

To make room for the additional text on the new Action cards, we have changed the layout of the Action cards. (The standard Action cards in the new layout show a 0 in the colored band, whereas the new show 1–4.) Where you draw or play cards from is now depicted on top of the colored band with the name of the action in it instead of described in the textbox.

Draw cards from the deck.

Play cards from your hand.

Draw cards from within reputation range.

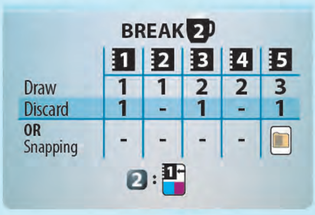
Play cards from within reputation range with additional cost of X.

## THE NEW ACTION CARDS

In addition to their standard function, these new Action cards give you a small bonus and/or allow you to do things that were not possible before. (The special feature of the Action card is indicated in the upper left corner in the circle). For each of the 5 Action cards, there are 4 different alternate versions. Each game you will replace 2 of your standard Action cards with an alternate version.

## DIFFERENT KINDS OF NEW ACTION CARDS

Some of these Action cards grant you an additional effect.




For example this *Cards* Action card lets you pay 2 money to place 1 Action card in slot 1 after finishing the action.

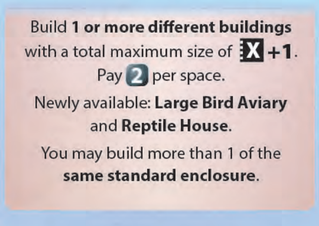
Others just have different values, but apart from that are the same as their standard version.

For example this *Build* Action card lets you build at a strength of X+1 instead of the standard X.

When upgrading these Action cards, some keep the same effect but lose or lower the cost.

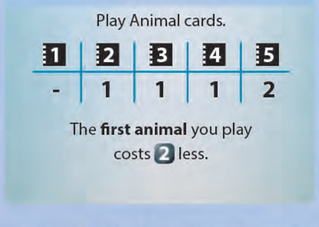
For example after upgrading this *Cards* Action card, you no longer have to pay 2 money to place 1 Action card in slot 1 after finishing the action.

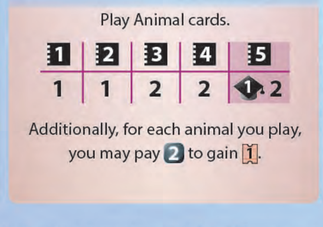
Others give you an additional effect after upgrading.




For example this card still lets you build at a strength of X+1, but also it lets you build more than 1 of the same standard enclosure.

Lastly, some Action cards give you 2 different effects on both sides.




For example this *Animals* Action card lets you save money on side I, but lets you pay money for additional appeal on side II.

*For a detailed explanation of all Action cards, see the Glossary.*

**SETUP: DRAFTING OF THE NEW ACTION CARDS**

At the start of step (B) of personal setup (after taking a zoo, but before anything else), every player takes 3 of the new Action cards at random.

Draft the Action cards as follows: Of the 3 Action cards, keep 1 and pass the other 2 to the player on your left. Of the 2 cards you receive from the player on your right, keep 1 and pass the last 1 to the player on your left. Of those 3 Action cards you end up with, discard 1 and use the other 2 in your game. Return the discarded Action cards to the box.

While drafting, you may choose to keep the same type of action for both your first and second card; however, after drafting all 3 cards, you must select 2 **different** types of action to keep. In the rare case that you end the draft with 3 Action cards of the same action type, draw 1 random Action card of another action type from those not in the draft. You must use that one and 1 of the 3 Action cards you drafted.

If you play Ark Nova on your own, just take 3 of the new Action cards at random and choose 2 of those (with different action types) to use in your game. In the rare case that you drew 3 cards of the same action type, draw 1 more random Action card of another action type. You must use that one and 1 of the 3 Action cards you drew initially.

### The Bonus Tile on the Reputation Track

When you have reached space 15 of the reputation track, you gain 1 more reputation, and the Bonus tile is still at the end of the reputation track, you have the choice to take this Bonus tile or 1 appeal. If you decide to take the tile, proceed with it as usual. If you decide to take 1 appeal, leave the tile until someone takes it.

## SOLO PLAY

Starting in 2023, we are adding a tile to the base game of Ark Nova for solo play. This tile is also included in this expansion, for those who have an older version of the game.

If you are starting the solo game at 10 or 20 appeal, place this tile with the 35 or 45 side up on the matching space of the appeal track at setup. When playing a Sponsor card with the condition "max. 25 appeal", treat it as saying max. 35 or max. 45 appeal instead. The tile on the appeal track reminds you of that.

This adjustment ensures that the attraction condition corresponds to the difficulty level. It also applies to games without the expansion.

Capstone Games

FEUERLAND