

AQUARIUM

OVERVIEW

Aquarium is a mod that allows your pawns to be “aquarists” (fish keepers) and provides items and AI mechanisms to keep pet tropical fish.

The benefits for this investment into aquatic pets are as follows:

- Additional beauty.
- Meditation items.
- Mood boosts from recreation.
- Potential inspirations.

DETAILS:

Initially fish can be kept individually in fishbowls:



In the vanilla game these items are made from steel at a smithy or smelter, but with other mods there is compatibility to use alternative resources to make glass items (e.g. sand) or additionally other workbenches. Once the materials are available then you can build the appropriate bowl or tank. Bowls and tanks can be found in the recreation tab of the architect menu.

The larger tanks are made available with further research and the use of electricity to include heating capabilities and are made from a combination of building materials, glass panels, steel and industrial components. (Glass panels can be made at the electric smelter).



When either a bowl or tank is built there will be a few corresponding gizmos made available to add fish to them. The same gizmo(s) can also be used to remove fish from bowls or tanks as is relevant.

Otherwise the AI will additionally control the feeding and cleaning activities but there are mod options to help with fine tuning this behaviour slightly if you wish to do so.

For tank or bowl use as joy items, this will happen again as a part of the selections for potential recreational activities. Colonists, however, will not venture into bedrooms unless they are the owner of the room. Colonists will also not venture into prison areas to make use of joy items. Though where allowed through other modded use, prisoners will be able to make use of these joy items within their own prison areas.

Note that useful information regarding the status of the bowl/tank and the fish held within will be displayed either on the building tab when selected or on the individual gizmos of the building to understand the status of any fish held within them and control what happens in terms of fish population management to add and remove fish. Note when removing fish from tanks they will be placed back into the bags, which can only temporarily hold a fish for 72 hours.

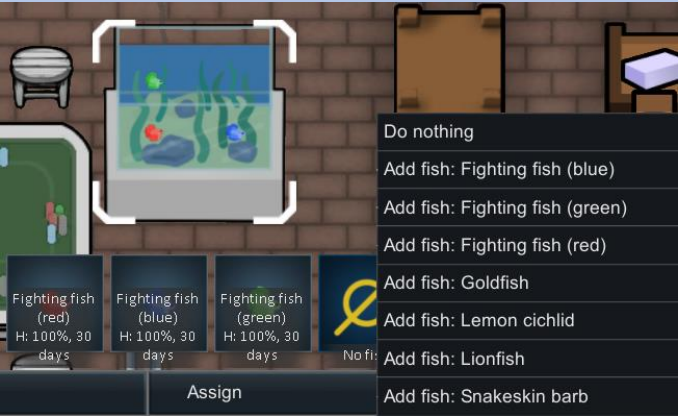
Bowl/Tank Info tab on selection:



Gizmo examples:



(H) corresponds to the fish health status and the period in days is the fish age.



MAINTENANCE

To help keep your fish healthy you must feed them, and you must clean the bowls and tanks that they live in. This is handled by a new work category on the work tab of Aquarium with sub-jobs for aquarists broken down further into their relevant tasks. This new work type is based on the animal skill.

FISH FOOD

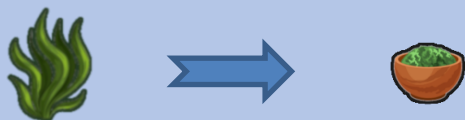
The food that pet tropical fish eat is in the form of fish flakes, and this is derived from either unfertilised eggs or Gelatin combined with either kibble or Spirulina. This recipe can be found on relevant stoves or other relevant cooking facilities.



Gelatin is made from Collagen (connective tissue from meats) at relevant stoves or relevant cooking facilities. Collagen being prepared using butchers' workstations.



Spirulina is a form of seaweed algae that can be grown after hydroponic research in hydroponic facilities.



CLEANING

Cleaning fishbowls or tanks is straight forward labour that will need to be performed to keep your fish healthy but will start to effect fish when either a bowl or tank's cleanliness drops below 25%.

TEMPERATURE

Another factor to keep fish healthy is the ambient temperature that the bowl or tank is kept in. If this stays between 1 degree Celsius and 55 degrees Celsius then your fish will be fine. Fish tanks come with their own heater that will help to regulate a minimum temperature in the room environment they are placed into.

FISH

Pet fish can be obtained with varying frequency and supplied from exotic traders and shaman traders. (Also applied to the Emporium luxury goods trader mod). They will come in bags which will keep them alive for a short period of time (roughly 3 days). These bags are also the medium for transferring fish between bowls and tanks.



Below is the current possible fish that can be bought:



Fighting fish (Blue)



Fighting fish (Green)



Fighting fish (Red)



Goldfish



Lemon Cichlid



Lionfish



Snakeskin barb

Fish will age and become bigger over time, older fish being slightly higher maintenance. Their health will begin to deteriorate as they approach a certain age or life expectancy. There is no negative effect with the event of pet fish dying but the apparent benefits from bowls and tanks is only maintained with the population of fish. Older fish will contribute slightly more to the joy and mood gains within a tank and these elements are also affected to a certain degree by the average value of the fish in the bowl or tank also.

Fish that are the same species and have reached a certain age (roughly half life expectancy) in the same tank can occasionally breed resulting in a new fish addition where there is space in the tank to accommodate this.