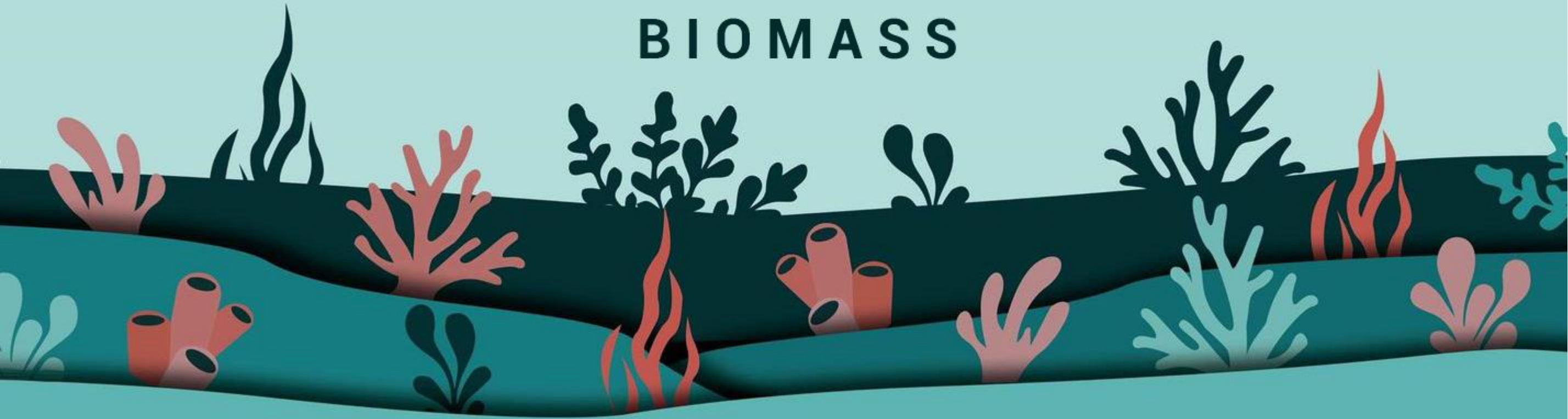
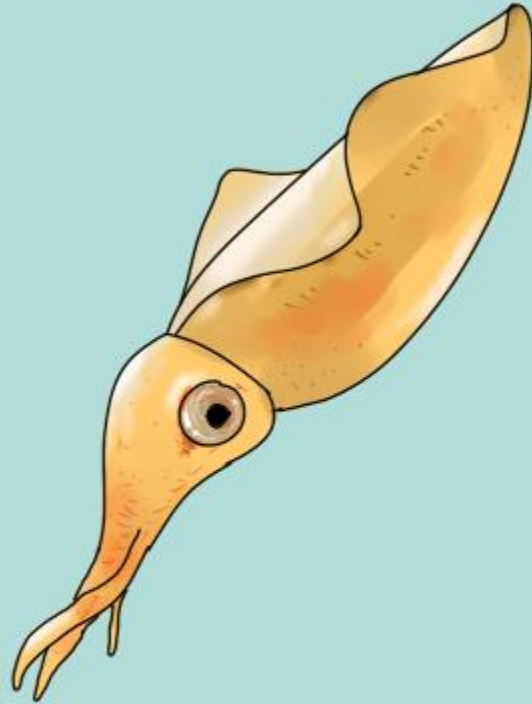


# BLUE EXPANSE

BIOMASS





Fact: A predator but also a prey. Assists in transfer of energy through trophic levels



1

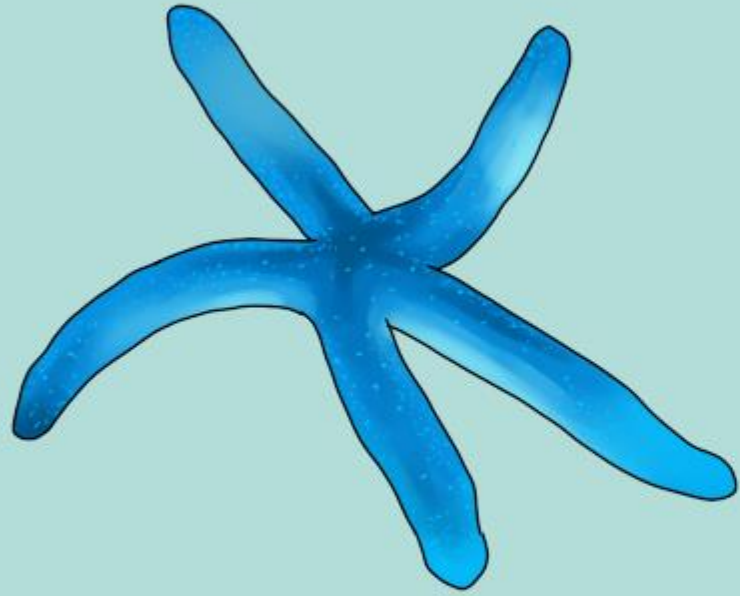


1



# Bigfin Reef Squid

Remove 2 detritivores, then produce 2 detritus. This can be treated as a grazer.



Fact: Diet includes carcasses and small invertebrates, they are highly opportunistic



1

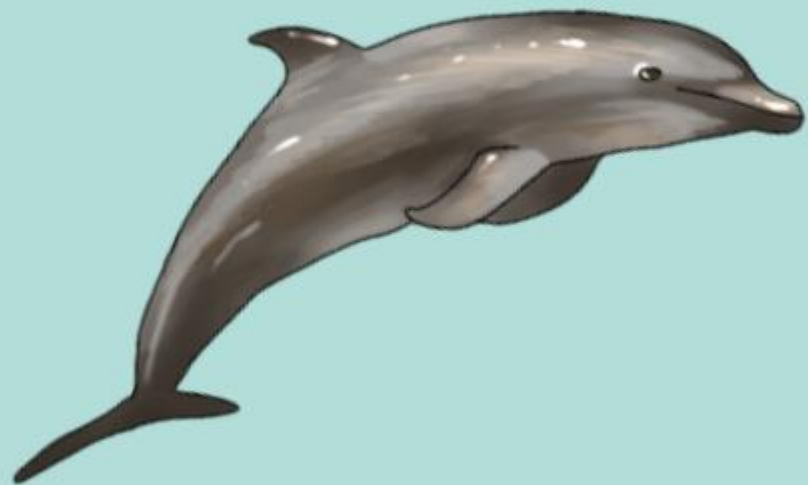


1



## Blue Sea Star

Remove 1 seagrass or 1 coralline algae, then create a copy of this card for this turn. This can be treated as a detritivore.



Fact: Key role lies in its varied diet, keeping the ecosystem in balance



3

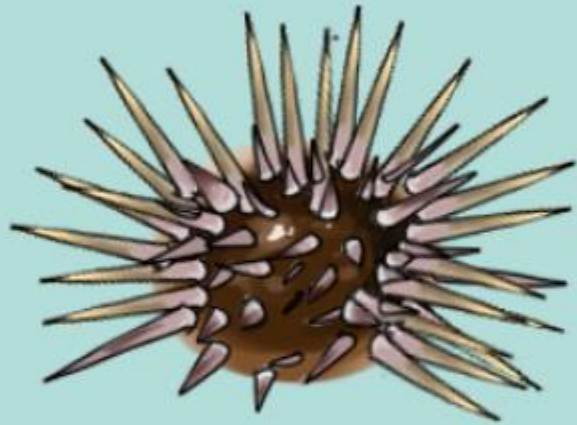


3



## Bottlenose Dolphin

Remove 1 grazer. When counting score, 1 Resort or Reef Cruise card you own gains +2 VP.



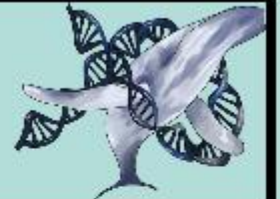
Fact: Ecosystem transformer, changes structure of the coral landscape affecting other's habitat



1



1



## Burrowing Sea Urchin

Remove 2 coralline algae and produce 1 plankton for this turn, or remove 1 coral and create a copy of this card and 2 plankton.



Fact: Crucial in protecting coral reef from the crown of thorns and algae overgrowth



2

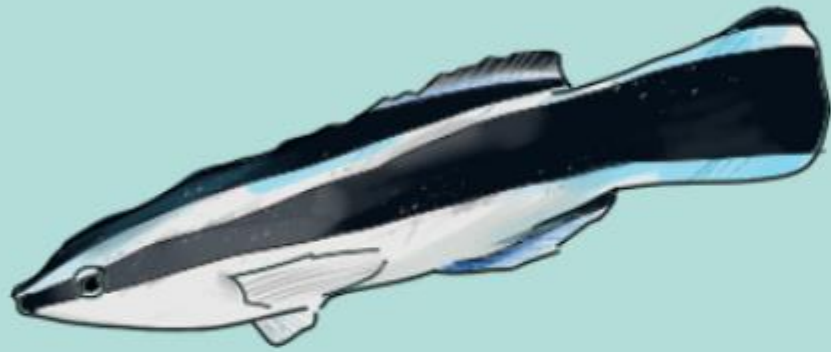


1



## Christmas Tree Worm

Remove 1 detritus or plankton.  
Produce 2 plankton. If this card is not attached to a coral card, remove it at the end of your turn.



Fact: Specialist feeders, working to remove dead and infected tissues from other organisms



1

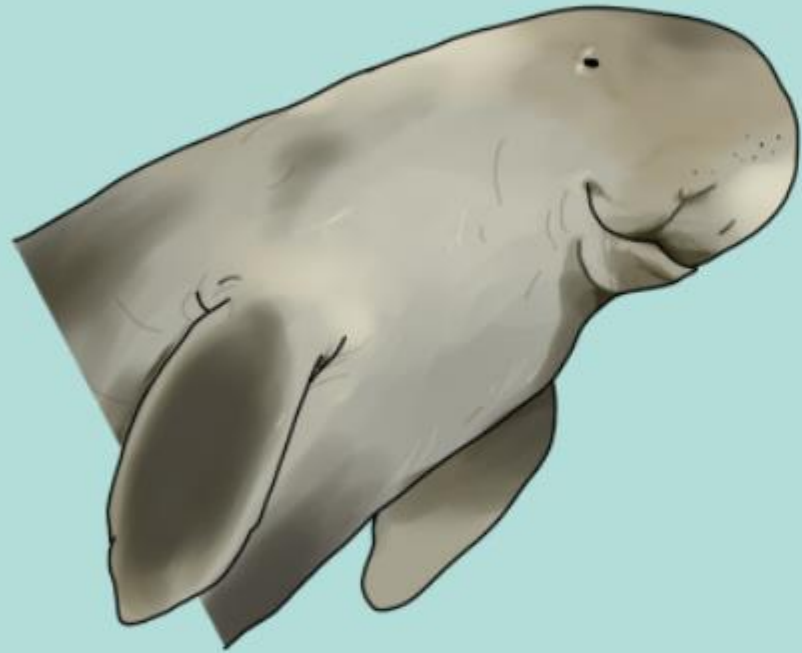


1



## Common Cleanerfish

Remove 1 detritus. Attach this card to any animal card you own, the attached card gets +2 VP.



Fact: Hunting only legally allowed by Indigenous people, as they are culturally significant



4



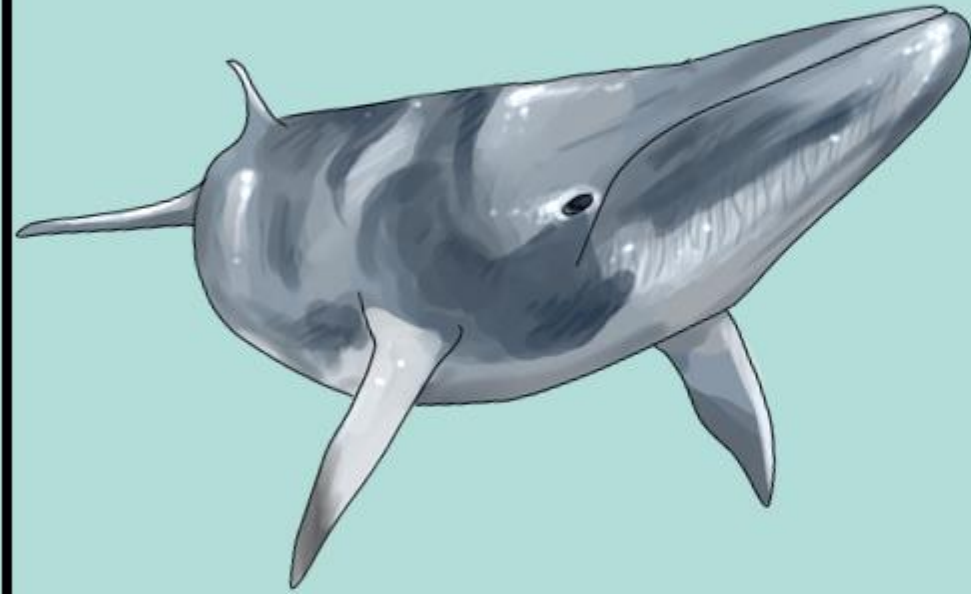
4



# Dugong

Remove 2 seagrass. 1 Resort or Reef Cruise you own gets + 3 VP.





Fact: Threatened by various causes, interestingly including seismic operations such as oil drilling



4

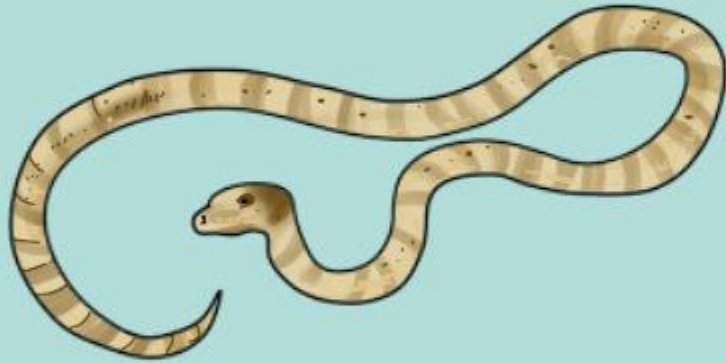


5



## Dwarf Minke Whale

Remove either 2 herbivores or 4 plankton. At the end of your turn, shuffle this card into your deck.



Fact: Feeds on fish and young octopus.  
Highly venomous growing up to 2.6 m long



2

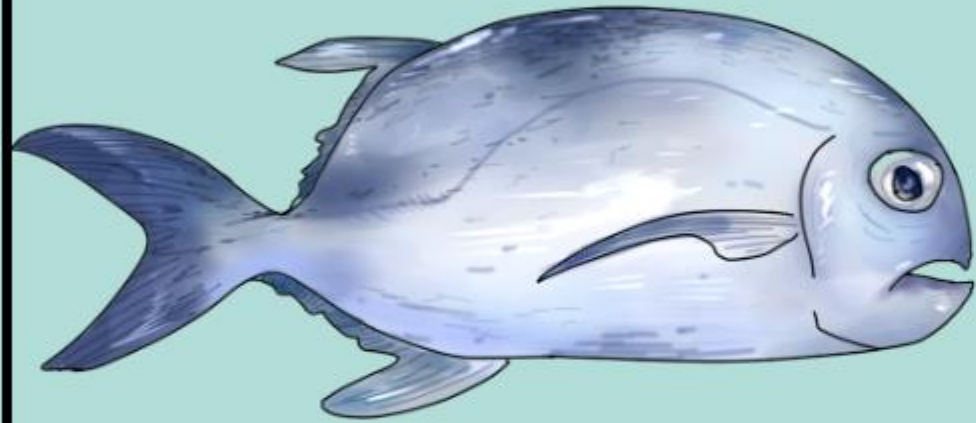


2



# Elegant Sea Snake

Remove 1 detritus feeder.



Fact: An apex predator that grows up to 1.7 m long and 80 kg heavy



2

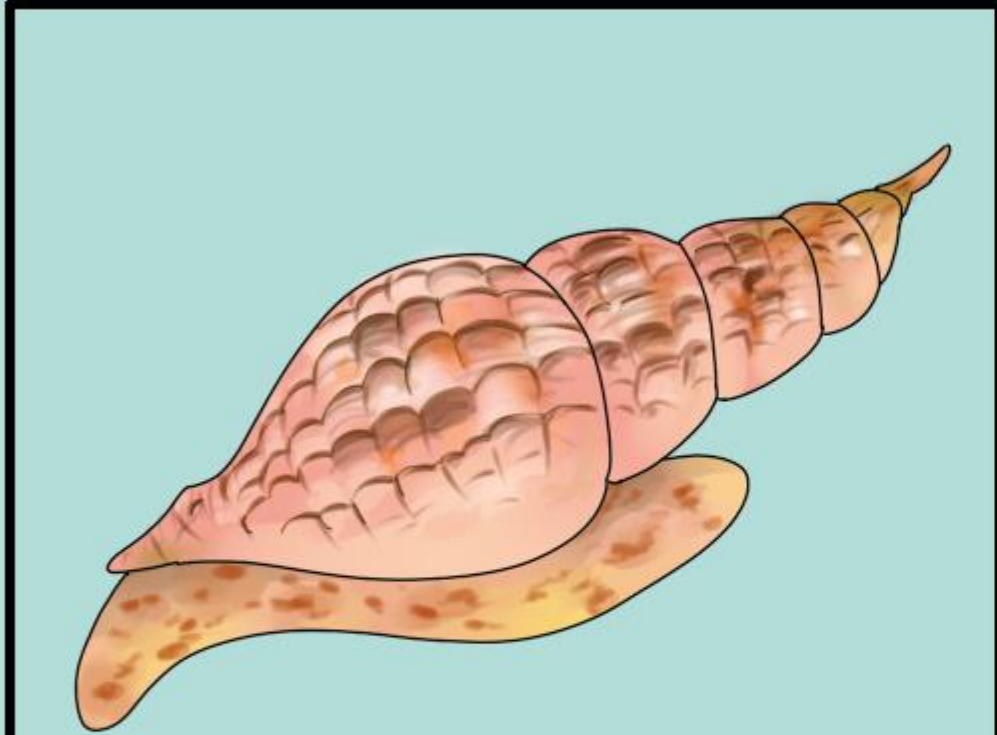


3



# Giant Trevally

Whenever you produce detritus, produce one extra. Remove any 1 animal card, excluding filter feeders.



Fact: Plays a major role in protecting GBR, eating the venemous Crown-of-Thorns starfish



2



2



# Giant Triton

Remove 1 detritivore or 3 Crown of Thorns starfish.



Fact: Endangered, threatened by poaching, hunting, habitat loss, and discarded fishing gear



2

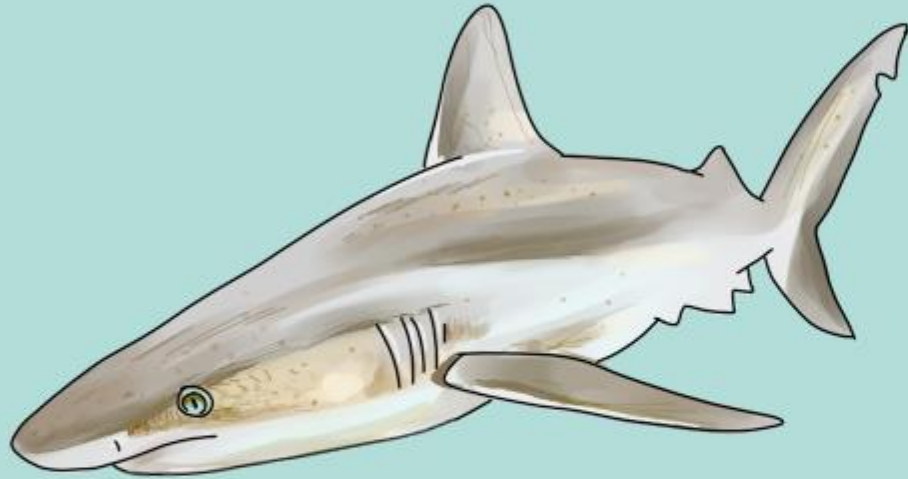


3



## Green Sea Turtle

Remove 1 seagrass or 2 coralline algae. When counting score, 1 Resort or Reef Cruise gets +2 VP. At the end of this turn, shuffle this card into your deck.



Facts: Important apex predator largely preying on fish. Listed as a near-threatened species.



3

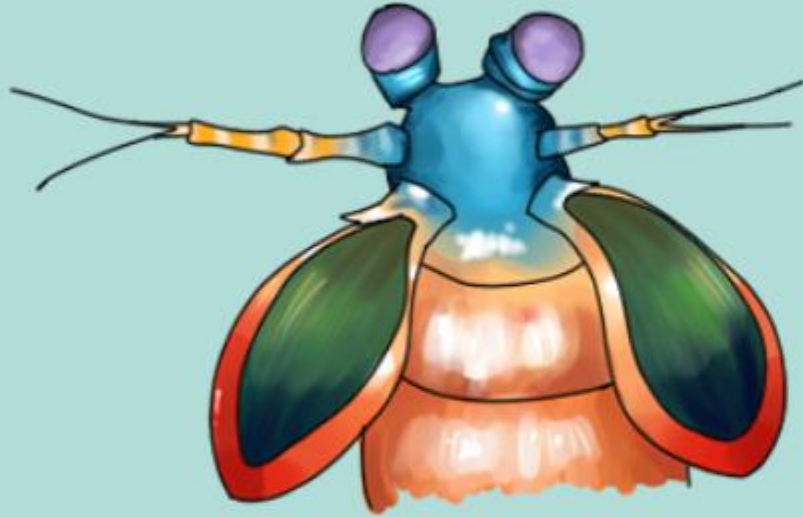


4



# Grey Reef Shark

Remove either 1 herbivore or 1 detritivore, produce 2 detritus.



Fact: Important predator, keeping the ecosystem in balance and preventing prey overdominance



1



1



# Mantis Shrimp

Remove 1 detritivore or plankton feeder, other than itself. This can be treated as a detritivore.



Fact: Bottom feeder, feeding on crustaceans and invertebrates



1



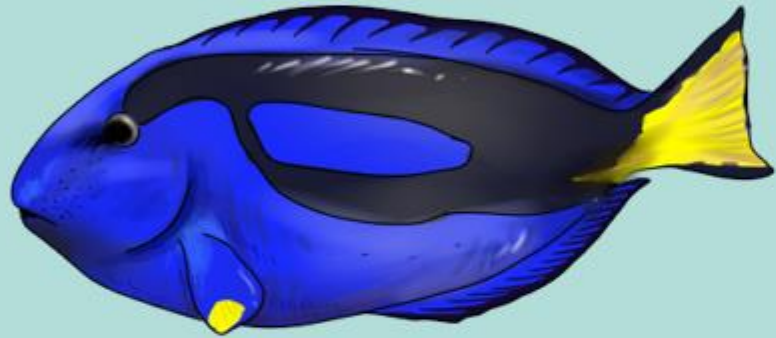
1



# Port Jackson Shark

Remove 1 detritivore or 2 detritus.





Fact: Feeds on algae on corals, preventing algae overgrowth on corals promoting their health



1

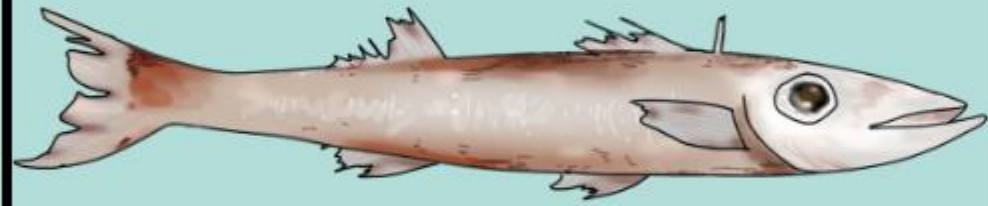


2



# Regal Tang

Remove 1 coralline algae or 1 plankton. Coral cards cost 1 less biomass to acquire.



Fact: A schooling fish that occupies the night-time niche



1

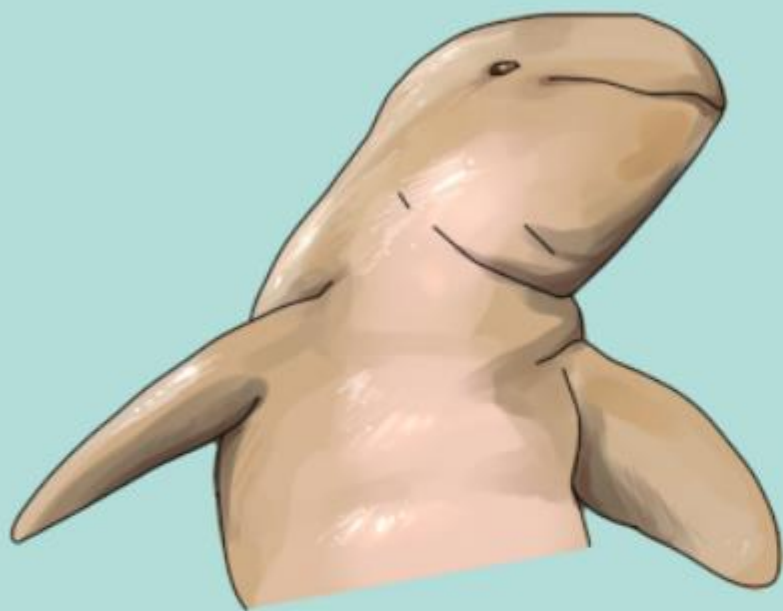


3



# Sharpfin Barracuda

For this turn, create a copy of a herbivore you own. Remove 1 herbivore.



Fact: Endangered dolphin threatened by fishing gear, habitat destruction and overfishing.



2

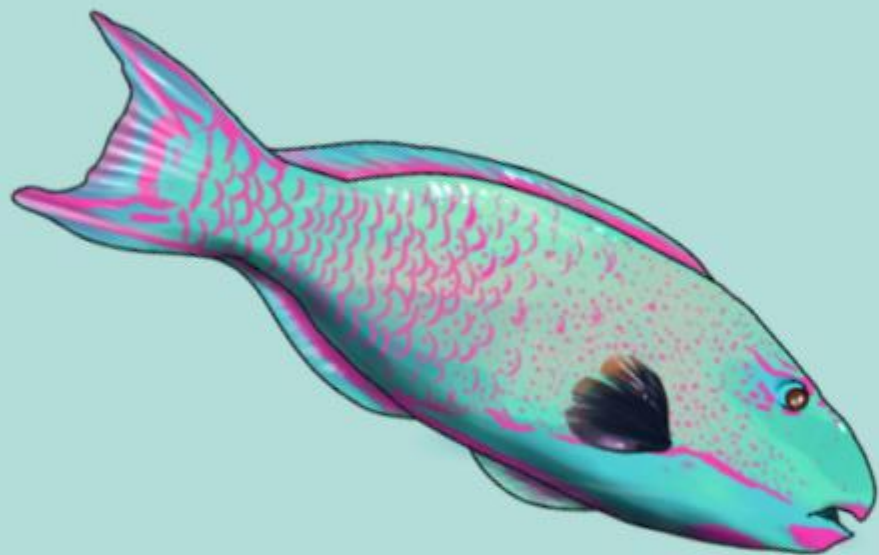


3



# Snubfin Dolphin

Remove 1 grazer. When counting score, gain 1 VP for each copy of this card that you own.



Fact: Builds sleeping bags made of their own mucus, then eats it upon waking



2

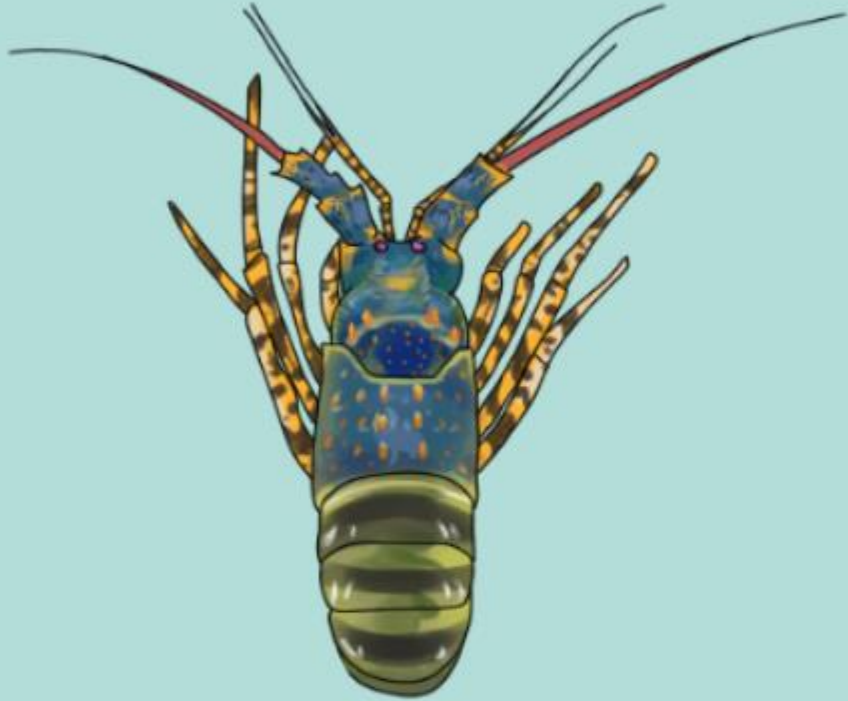


2



# Spotted Parrotfish

Remove 2 coralline algae or 1 coral, then create a copy of this card for this turn.



Fact: Heavily relies on the GBR as an important breeding site



1

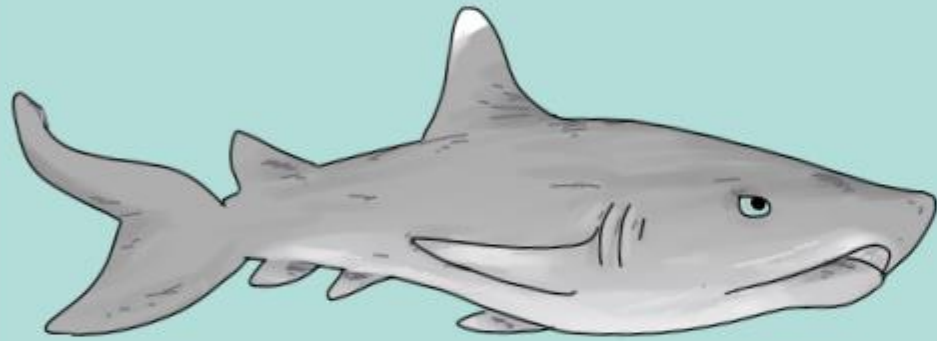


2



## Tropical Rock Lobster

Remove 1 detritivore or 1 filter feeder. When attached to Aquaculture, this card gets + 4 VP. This can be treated as a detritivore.



Fact: A common night-time predator and prey, currently listed as a vulnerable species



2

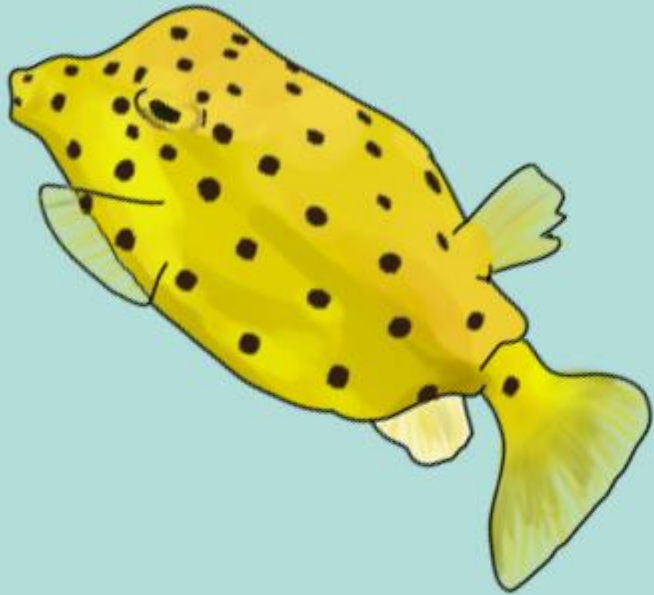


3



## Whitetip Reef Shark

Remove either 1 herbivore or 1 detritivore, produce 2 detritus.



Fact: When stressed, the boxfish will excrete a poison that can deter or harm the attacker



2



1

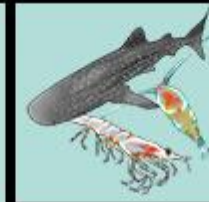


# Yellow Boxfish

Remove 1 coralline algae or plankton. If this card is removed by a humanitarian or biomass card shuffle that card into your deck.



Fact: Filtering organism that clean water for others in ecosystem



1



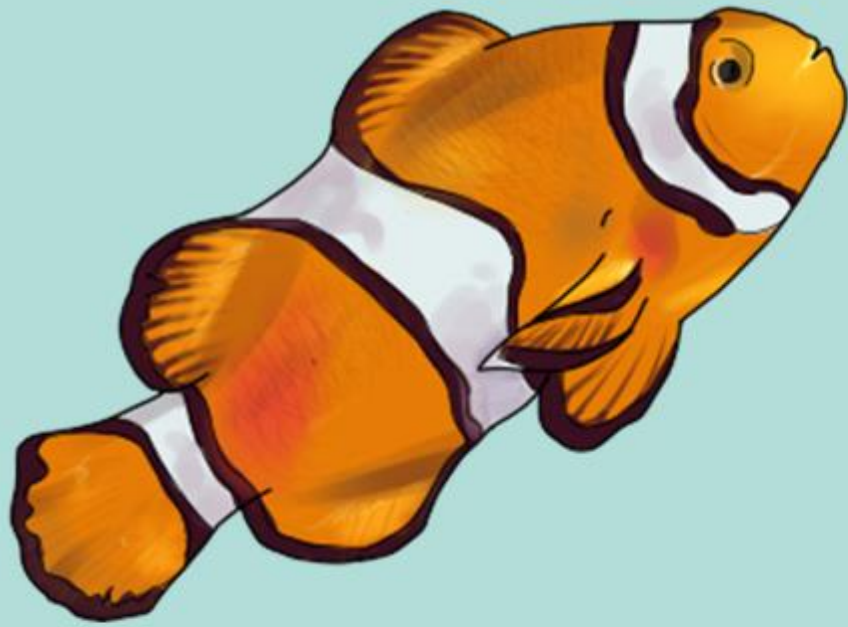
0



# Barnacle

Remove 1 plankton. If this card is unattached, attach it to a Reef Cruise or Coral you own. Attached Reef Cruise gets -1VP. Otherwise, remove this card and get 1 biomass.





Fact: Iconic special relationship with anemone, keeping them healthy and clean



3



1



# Clownfish

Remove 1 detritus. Attach this card to a coral card you own. The attached coral card produces +2 plankton on your turn.



Fact: Consumes seaweed allowing regeneration of overgrown coral reef ecosystems



1

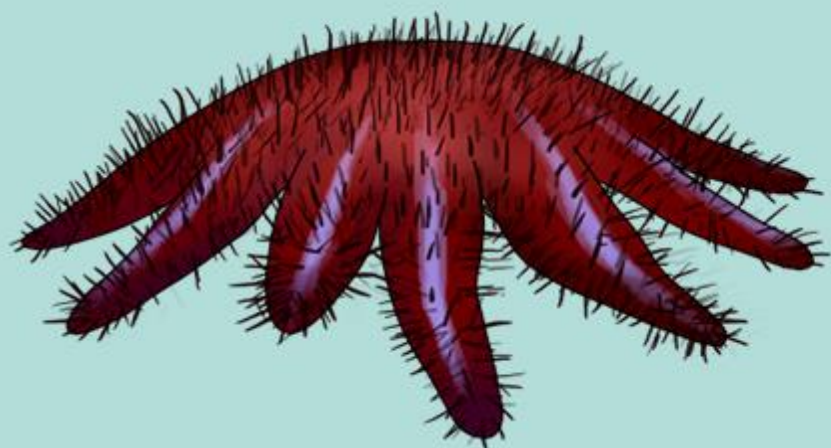


1



# Coral Crab

Remove 1 coralline algae. Prevent 1 Crown of Thorns Starfish you own from copying itself.



Fact: An avid coral predator; one of the major causes of coral reef decline in GBR



2

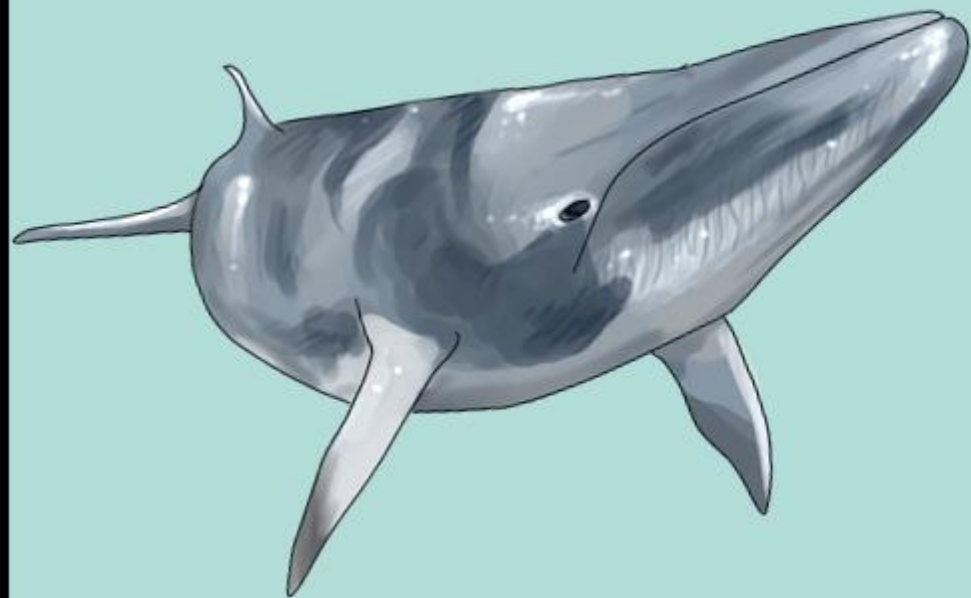


1



# Crown of Thorns

Remove 1 coral card, then produce 1 plankton. For every 3<sup>🌡️↑</sup> create a copy of this card. It can only be removed by non-animal cards or by a Giant Triton.



Fact: Threatened by various causes, interestingly including seismic operations such as oil drilling





4

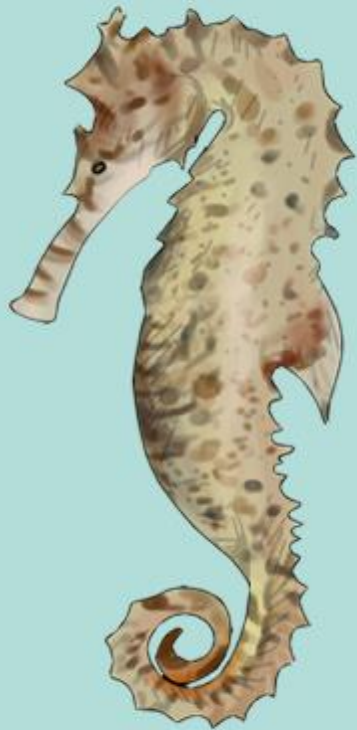


5



## Dwarf Minke Whale

Remove 2 herbivores or 4 plankton. Resort and Reef Cruise cards cost 2  less to acquire, and produce 1 extra . Shuffle into your deck at the end of your next turn.



Fact: Vulnerable, under threat by poaching, habitat loss, bycatch and invasive species



2



1

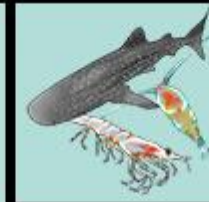


## Eastern Spiny Seahorse

Remove 1 plankton. If you play Illegal Fishing, this card must be one of the cards you remove.



Fact: Animal's behaviour increases seafloor complexity creating new shelters and niches



3



2



# Feather Star

If this card is attached to a Coral card, remove 1 detritus. If this card is unattached, remove 2 plankton.



Fact: Used to make a highly-valued dye (Tyrian purple) in ancient times




2

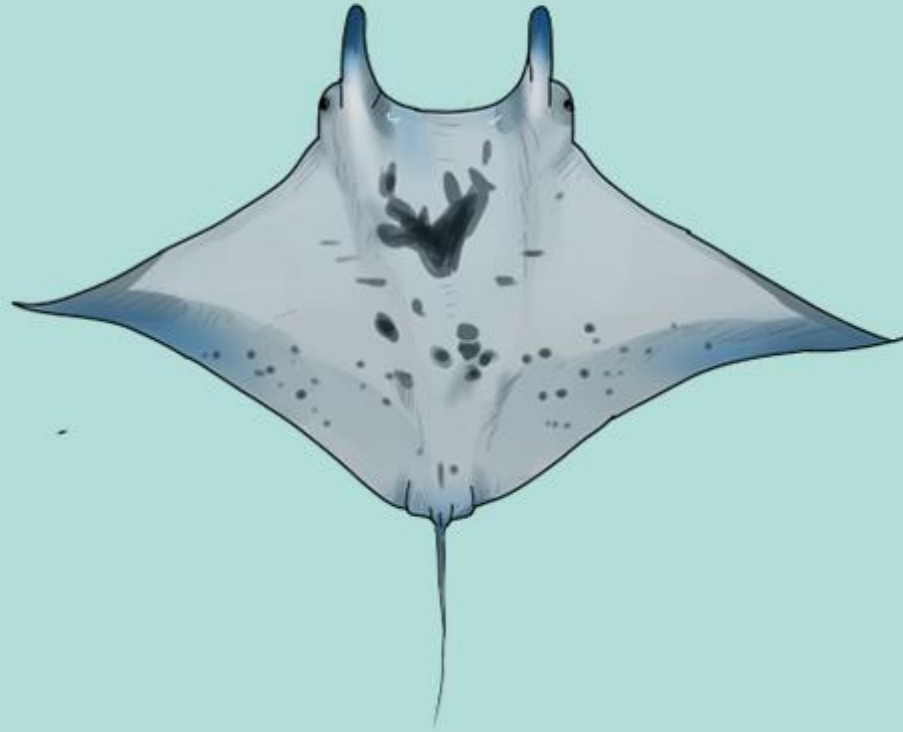


1



## Drupella Murex Snail

Remove 1 coral or 3 coralline algae, then create a copy of this card. If removed by Artisanal Fishing or Illegal Fishing, get 2 .



Fact: Has the largest brain to body weight ratio of any living fish



4



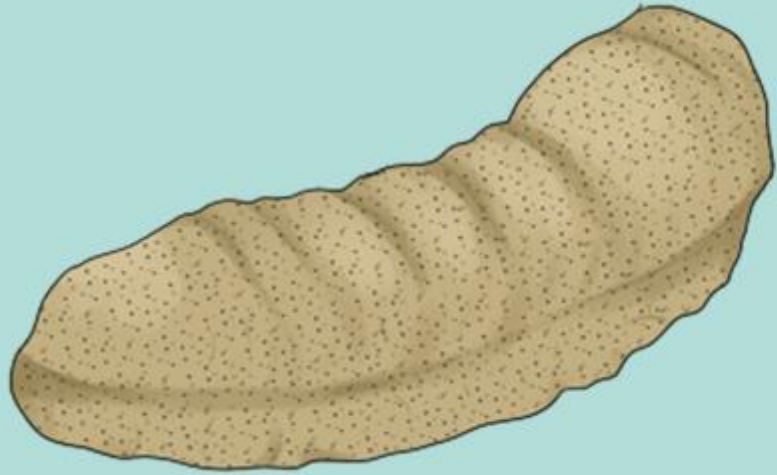
4



# Reef Manta Ray

Remove 4 plankton. When counting score, 1 Resort or Reef Cruise card you own gets + 2VP.





Fact: Enhances the benthic habitat through its role in nutrient cycling



1



1

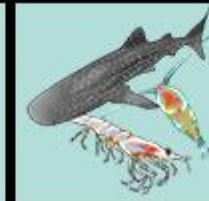


# Sea Cucumber

Remove 2 detritus. Detritivores and filter feeders cost 1 less biomass to acquire.



Fact: Help filter the water and provide shelter in its tunicates




1

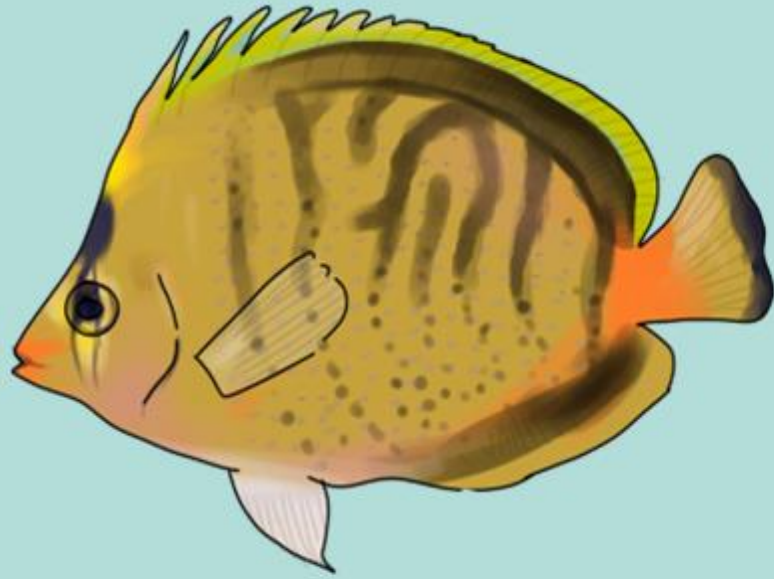


2



# Sea Squirt

Remove 1 plankton. Each turn, attach 1 pollution to this card. When this card is removed, you get all of the attached pollution. Each turn, +1 .



Fact: Only found in coral-rich areas, it feeds on algae, coral and benthic invertebrates



2



1



## Spotband Butterfly Fish


Remove 1 coralline algae or detritivore. If you do not have another copy of this card, you may create a copy.

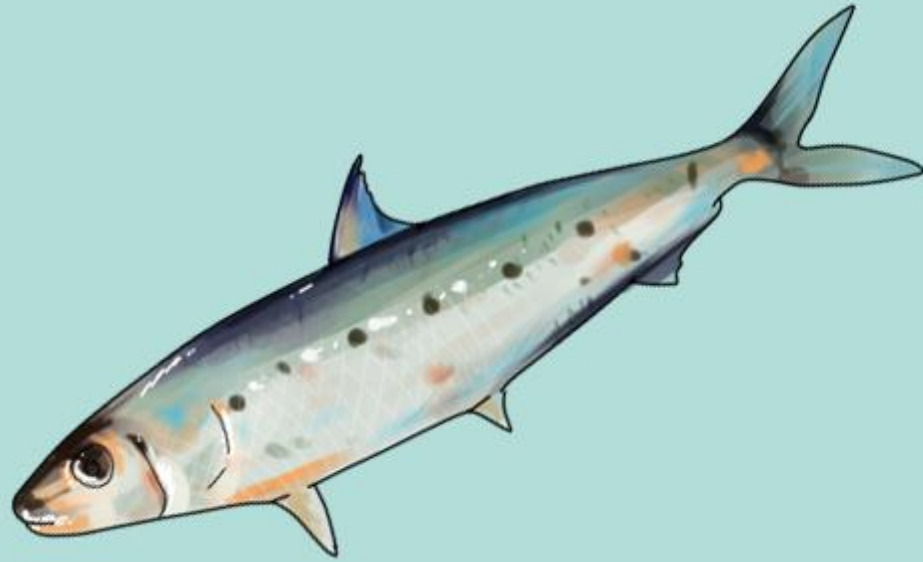


Fact: Their presence is used as an indication for ocean health, signifying plankton concentration

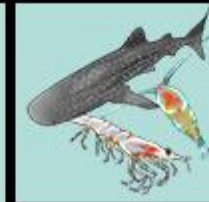


# Whale Shark

Remove 4 plankton. Resort and Reef Cruise cards you own get +2 VP when counting score, and give +2 . Shuffle into your deck at the end of your turn.



Fact: Crucial fast-growing prey for a large range of predators



0



1



# Australian Sardine

Remove 1 plankton, then create 3 copies of this card for this turn.