

ANSE

MALUS

TARIAN



BIOMASS



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



Australian Sardine

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



Fact: Filtering organism that cleans water for others in aggregation.



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



Bigfin Reef Squid

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



Fact: Starfish eat other carnivores and small invertebrates, they are highly opportunistic.



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.



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.



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.



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



Clownfish

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



Fact: Specialised feeders, working to remove dirt and infected tissues from other organisms.



Common Cleanerfish

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



Fact: Consumes seaweed allowing regeneration of overgrown coral reef ecosystems.



Coral Crab

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



Fact: An acid coral predator, one of the major causes of coral reef decline in the Pacific.



Crown of Thorns

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



Fact: Feeding only legally allowed by indigenous groups, as they are culturally significant.



Dugong

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



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



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.



Eastern Spiny Seahorse

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



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



Elegant Sea Snake

Remove 1 detritus feeder.



Fact: Anemone's behaviour increases surface complexity creating new habitats and niches.



Feather Star

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



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



Reef Manta Ray

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

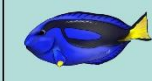


Fact: An apex predator that grows up to 1.7 m long and 80 kg heavy.



Giant Trevally

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



Fact: Feeds on algae or corals, preventing algae overgrowth and corals growing their bleaches.



Regal Tang

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



Fact: Plays a major role in protecting other, eating the venomous Crown-of-Thorns starfish.



Giant Triton

Remove 1 detritivore or 3 Crown of Thorns starfish.



Fact: Enhances the genetic adaptation through its role in nutrient cycling.



Sea Cucumber

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



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



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.



Fact: Help filter the water and provide shelter at its tumblers.



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



Grey Reef Shark

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



Fact: A schooling fish that occupies the upper water column.



Sharpfin Barracuda

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



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



Mantis Shrimp

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



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



Snubfin Dolphin

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



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



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: Only found in coral reefs, it feeds on algae, coral and benthic invertebrates.



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: Bottom feeder, feeding on crustaceans and invertebrates.



Port Jackson Shark

Remove 1 detritivore or 2 detritus.




Fact: Buth's sleeping bags made of their own mucus, then eats it upon waking.




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.



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.

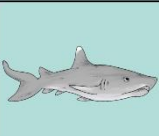


Fact: Their presence is used as an indicator for ocean health, signalling cleaner ocean water.




Whale Shark

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




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




Whitetip Reef Shark

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



Fact: When stressed, the boxfish will secrete a poison that can either harm the attacker.



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.

RESOURCE




Fact: Live in symbiosis with coral providing it food through photosynthesis.




Zooxanthellae

Attach this to a Coral card. If this is not attached to a Coral card, you may treat this as 1 plankton, then remove at the end of your next turn.




Fact: Made colourful by their algae symbionts, when these are removed we see coral bleaching.




Coral

Produce 1 plankton and 1 coralline algae. If this card is not attached to a zooxanthellae, remove this card at the end of your turn.

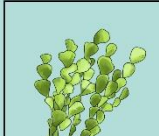



Fact: Phytoplankton are tiny plants that live in the water and produce oxygen.



Phytoplankton

Produce 3 plankton, then shuffle this card into your deck or remove this card and get 2 biomass.






Seagrass

A Coral card you own produces 2 extra coralline algae. Each turn, attach 1 pollution to this card. When this card is removed, you get all of the attached pollution.

HUMANITARIAN

Farming Region




For every 2 VP you have, you get 1 biomass. At stage 2 or higher, this card produces +2 pollution. At stage 3, this card produces +1 VP.

Airport




Gain +1 VP and +1 VP for each humanitarian card you own. Each turn, produce 2 VP.

Resort



Draw 2 extra cards from your deck and produce 1 VP. When counting score, this card gets +2 VP for each Coral card you own. Produce 2 pollution.


Research: Bleaching



Universal. Each VP costs 2 VP. When all of the research points are filled, it will take 5 VP to remove 1 zooxanthellae card. Each player which has contributed will get +1 VP for each VP. This card gets +10VP when it is completed.


16 VP

Trawler



Remove 3 animal cards and 1 coral. Produce 2 detritus and equal to half of the total biomass cost of the removed cards. At stage 2, this card produces 1 pollution. At stage 3, this card produces 1 pollution and 1 VP.


Artisanal Fishing



Remove 1 animal card each turn. Get biomass equal to the removed card's biomass cost and 1 VP. This card gets +2 VP if you own a Resort card.

Aquaculture

1 2 3

Attach this card to target animal card. The attached card cannot be removed by another humanitarian or animal card. On your turn, gain  equal to the attached card's biomass, then remove it. If this card is not attached to an animal card, it has -1 VP when counting score.


Maritime Patrol

1 1 2

Animal cards that you own with 4 or more biomass cost cannot be removed as a result of Humanitarian cards. As long as you have this card in play, Illegal fishing has no effect on you.



Major Port

2 4 5

Draw two extra cards. You may spend Capital cards as though they were Biomass cards and vice versa. When you do this, add 1 pollution. At stage 3, this card adds +1  each turn.



Reef Cruise

2 1 1

Produce 2 . For every animal card you have with a biomass cost greater than 2, get +1 VP when counting score. Produce 1 pollution. At stage 3, this card produces +1 .



Factory Ship

1 4 4

Remove any number of animal cards totalling a biomass cost of 6 biomass. Each Trawler card you own reduces the cost of biomass removed by 2. Produce 2 detritus and  equal to twice the total VP of the removed animals. At stage 2 this card produces 1 pollution. At stage 3, this card also produces 1 .

Bio-prospecting




1 1 1

This card can be completed any number of times. Each  costs 1 capital. When all the research points are filled, roll a die. If the number is greater than 4, this card gets +2 VP, and the research points are reset. Otherwise, reset all research on this card and gain 4 .

10 

Research: Bioplastics

3 0 2

Universal. Each  costs 2 capital. When all the research points are filled, when pollution is being totalled, remove half of the total pollution produced by Humanitarian card. Each player which has contributed  will get +1 VP for each . This card gets +8 VP when it is completed.

15 


Runoff

-

Add 2 pollution. If you own the Mining Complex, Farming Region, or Port cards, add 2 pollution for each one that you own, then double the number of Plankton cards you have. At the end of your turn, for every 3 Plankton cards you have, remove 1 animal card, then remove this card.


Illegal Fishing

-

Remove any 2 animal cards you own, then produce 2 detritus. Remove this card at the end of your turn, or pay 2  then give this card to a player of your choice.


El Nino

3 -

Universal. Until the end of your next turn, add 2  at the beginning of each player's turn, then remove this card. When this card is played, remove any instances of Cyclone in play and prevent Cyclone from being played until this card is removed.


Cyclone

1 -

Remove 2 coral cards that you own, and up to 2 that you don't. This turn, cancel all effects for Humanitarian cards that you own. Produce 2 detritus. If it's stage 2, produce 2 pollution. Additionally, if it's stage 3, remove 2 .


Warming Seas

3 -

Universal. Until the end of your turn, for each player, add 2 . Each player draws 2 extra cards at the beginning of their turn, until this card is removed. Remove at the end of your next turn.

Aggressive Sharks

1 -

Remove 2 herbivores or predators. If it is stage 2 or higher, you may instead choose to spend 2  then shuffle a Trawler card into your deck.

Shipwreck

1 -

Attach this card to a Trawler, Reef Cruise, or Factory Ship you own. It loses all effects. So long as you have this card in play, you draw 1 less card each turn. If it is stage 2 or higher, this card produces 1 pollution each turn.

Oil Spill

2 -

Add 4 pollution. Remove 2 animal cards you own and shuffle all Biomass cards in you hand into your deck. Until the end of your next turn, you draw 1 less card and get +2 pollution every turn.

MALICE


Ballast Discharge

2 -

Remove 2 filter feeders that you own. Shuffle all the Capital cards in your hand into your deck. Until the end of your next turn, get +1 pollution every turn.

Research Vessel

1 +

Attach this card to target Trawler or Factory Ship card you own. The card can no longer remove animal cards. Instead of producing detritus, the attached card produces biomass. This card produces +2  each turn.

BONUS

Migration

+

Search your deck for a Whale Shark, Dwarf Minke Whale, or Green Sea Turtle card. Shuffle your deck, then place the card you chose on top. You may choose to keep this card in your hand if you have not used its effect, otherwise remove it.

Reef wreck

+

When you get this card, attach this card to a Shipwreck card you own, then draw from the resource deck until you draw 2 coral cards. You may play all cards drawn. Then, remove this card and the attached Shipwreck card.


Documentary

3 +

Draw 4 extra cards, then move your token forward by 3. You can acquire cards from both the Biomass and Humanitarian decks.

Coral spawning

1 +

Produce 1 plankton for each coral card you own. Search the resource deck for up to 2 coral cards and play them, then shuffle the resource deck. If it is stage two or higher, gain 1  for each Reef Cruise you own.

Cleanup

2 +

Remove 4 pollution, then remove this card. You may remove an Oil Spill, Shipwreck or Ballast Water card you own.

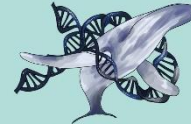
Aerial Surveys

3 +

Remove 2 pollution. Get +5  and draw 2 extra cards.

CURRENCY

Biomass



+1 biomass

Capital



+1 capital

