

ICONS

2

Forage: Take population from the Reef.

2

Attack: Take population from the target species.

2

Gain: Take population from the first available Ocean zone.

⊘

May Not Forage: A species with this icon may never forage.

⊘

May Not Attack: A species with this icon may never attack.

2

Shell: Each shell icon reduces the number of population taken from an **attack** by the number in the shell icon.



Overpopulation: Lose population until the species has 5 population.

↔

Adjacency Arrow: This arrow refers to the immediately adjacent species.

5

Migrate Number: Move this number of fish when using the card to **migrate**. It's also the cost when using a Deep card to **evolve** a species.

ON YOUR TURN

1. Playing Cards

Before the Cambrian Explosion: Play 1 Surface card.

After the Cambrian Explosion starts: Play 2 cards: Surface or Deep.

EVOLVE: Play a trait on a new or existing species. Deep card have a cost to play.

MIGRATE: Move population from any one location to another location (Reef or Ocean zone).

2. Feeding

Choose **1** of your species to feed:

FORAGE to take population from the Reef. 2

ATTACK a species to take from its population. 2

3. Aging

Before the Cambrian Explosion: Score 1 population from each of your species.

After the Cambrian Explosion starts: Score 2 population from each of your species.

A species goes extinct if it cannot age the full amount.

4. Discard & Draw

1) You may draw 1 Deep card: a face-up card, or from 3 face-down cards.

2) You may discard any number of Surface cards.

3) Draw Surface cards until you have a total of 6 cards in your hand.

OTHER CONCEPTS

LEECH: Take population from the target species and place it on the species board with the **leeching** trait. This does not count as a **feeding** or an **attack**.

CAMBRIAN EXPLOSION: begins when the 1st Ocean zone is empty and continues until the game ends.

BLUE SCENARIO CARDS: are active when the corresponding Ocean zone is empty.

PURPLE SCENARIO CARDS: activate when the corresponding Ocean zone empties.




SURFACE CARDS



Symbiotic

Gains 1 after the species to the left forages or attacks.


7 ⌵ ⬅ 1



Whale Cleaner

After a species with 3 or more forages, gains 3 if this is the closest Whale Cleaner on either side.

7 ⌵ 3



Shark Cleaner

After a species with 3 or more attacks, gains 2 if this is the closest Shark Cleaner on either side.

5 ⌵ 2



Bottom Feeder

Gains 2 after the species to the left is attacked.

7 ⌵ ⬅ 2



Tentacled

May feed 1 additional time.

5 ⌵



Parasitic

Before your feeding phase, leeches 2 from the species to the left.


8 ⌵ ⬅



Filter Feeder

Never overpopulates.

5 ⌵ 5 0 3



Apex Predator

5 ⌵ 2 0 3



Speed

May have 1 extra trait.

6 ⌵ 2 2



Inking

5 ⌵ 4



Schooling

Aging +1
May not be attacked when this species has 5 or more population.

5 ⌵



Transparent

May not be attacked or leeches if there is population in the reef.

11 ⌵

SCIENTIFIC NAMES

- 1. Choose the two most important traits of your beloved species
- 2. Pick a genus and a species from those traits
- 3. Voila! You have named your species.

TRAITS	GENUS	SPECIES
Apex Predator	Tyson	killa
Bottom Feeder	Trashy	yucko
Filter Feeding	Gentle	vacuum
Inking	Murky	squirtter
Parasitic	Moochy	McSuckface
Schooling	Nerdy	clique
Speed	Zoomy	zip-zip
Shark Cleaner	Fearless	nibbler
Symbiotic	Friendly	sidekick
Tentacled	Grabbo	opus
Transparent	Invisy	lurker
Whale Cleaner	Tidy	scrubber
Deep Traits	Freaky	enigma

