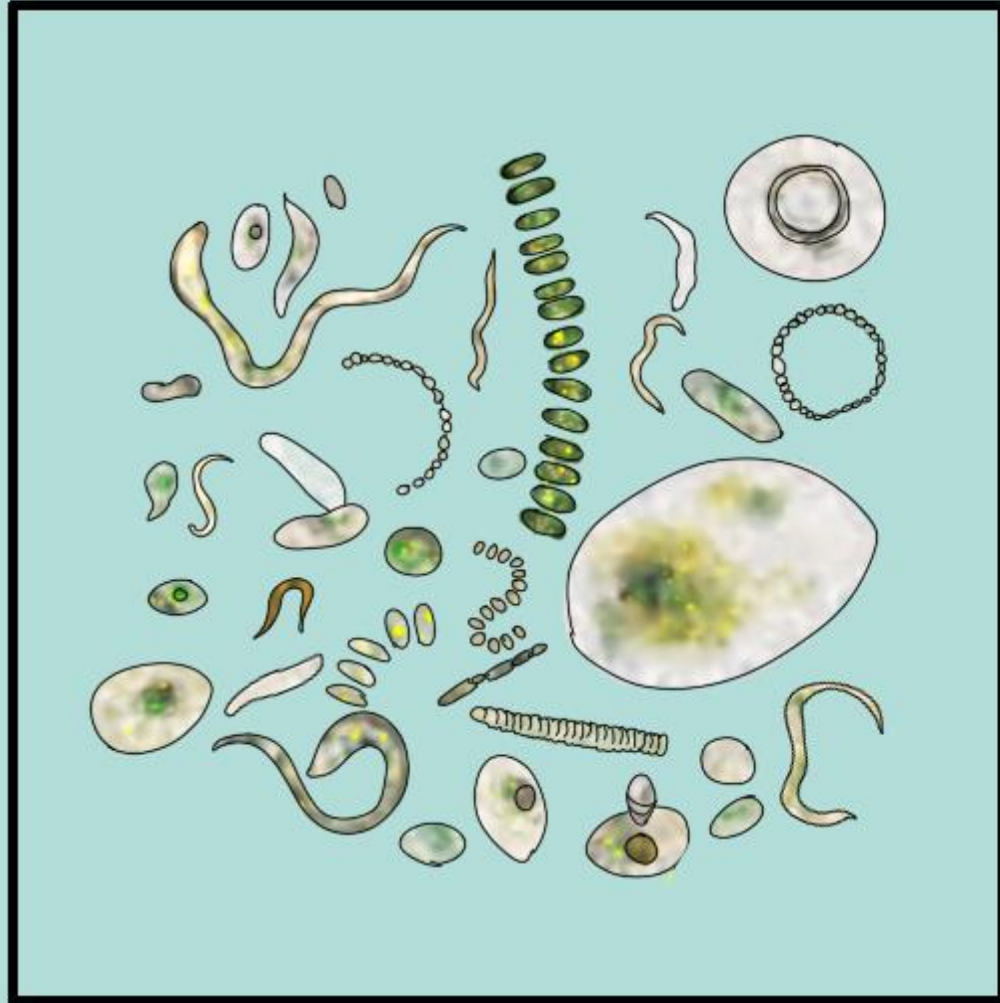


BLUE EXPANSE





0

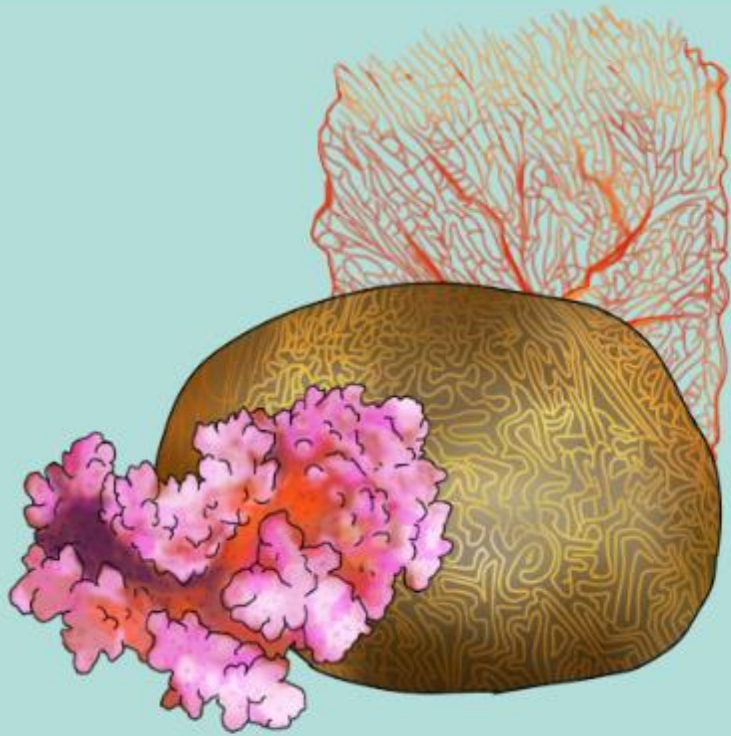


2



Phytoplankton

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



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

1

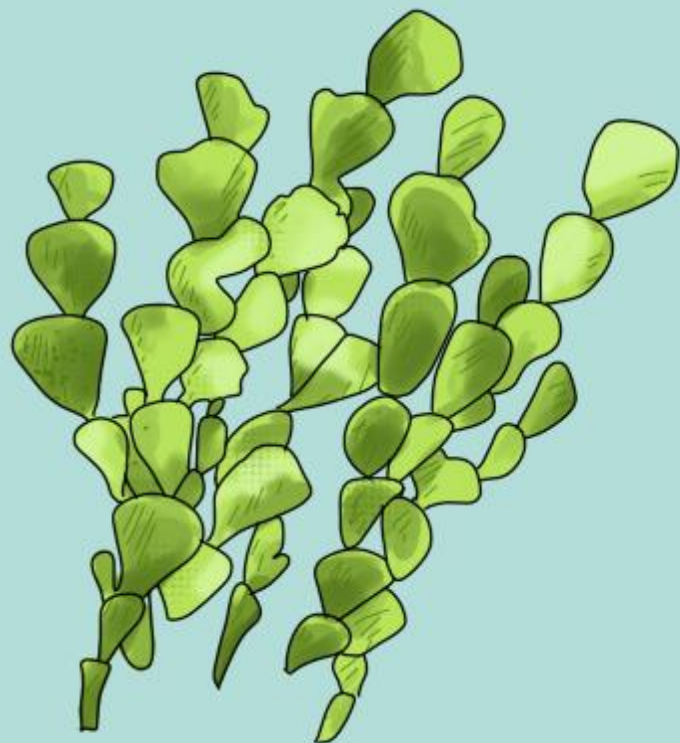


1



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.



0

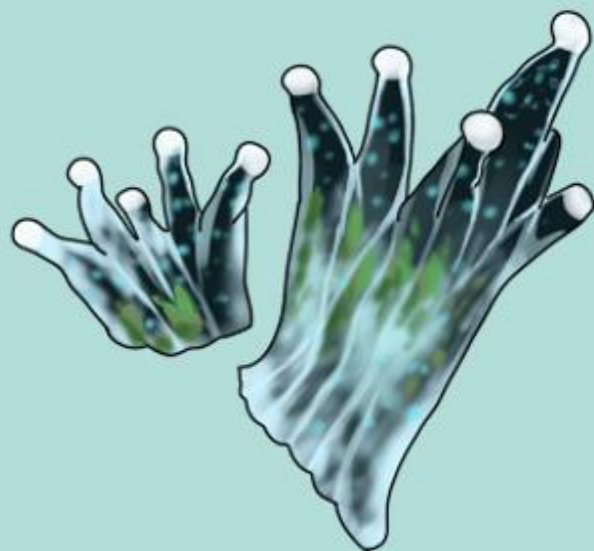


2



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.



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

0



1



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.