Dictyota
Algae
Toxins: after this grows, deal 1 damage to a nearby coral for each Biomass this has.
+1
Phototroph
(Grows without eating)

Sargassum
Algae
Shading: Nearby corals with less biomass can't grow
+2
Phototroph
(Grows without eating)

Turf Algae
Algae
Smother: after this grows, kill all nearby coral that have 1 Biomass.
+1
Phototroph
(Grows without eating)

Great Star Coral

Coral

Aggressive: When this grows, it deals 1 damage to a nearby Coral or Algae

+1

Phototroph (Grows without eating)

Great Star Coral

Coral

Aggressive: When this grows, it deals 1 damage to a nearby Coral or Algae

+1

Phototroph (Grows without eating)

Great Star Coral

Coral

Aggressive: When this grows, it deals 1 damage to a nearby Coral or Algae

+1

Phototroph (Grows without eating)

Lettuce Coral

Coral

Fecund: When this reproduces, draw two cards instead of one

+1

Phototroph (Grows without eating)

Lettuce Coral

Coral

Fecund: When this reproduces, draw two cards instead of one

+1

Phototroph (Grows without eating)

Lettuce Coral

Coral

Fecund: When this reproduces, draw two cards instead of one

+1

Phototroph (Grows without eating)

Staghorn Coral

Coral

Shelter: Protects nearby creatures with less biomass than this from being eaten, except Corals and Algae.

+2

Phototroph (Grows without eating)

Staghorn Coral

Coral

Shelter: Protects nearby creatures with less biomass than this from being eaten, except Corals and Algae.

+2

Phototroph (Grows without eating)

Staghorn Coral

Coral

Shelter: Protects nearby creatures with less biomass than this from being eaten, except Corals and Algae.

+2

Phototroph (Grows without eating)

Bearded Fireworm
Polychaete Worm
I
Slow Moving: Can only eat NEARBY
+1

Black Sea Urchin
Urchin
I
Slow Moving: Can only eat NEARBY
+1

Black Sea Urchin
Urchin
I
Slow Moving: Can only eat NEARBY
+1

Black Sea Urchin
Urchin
I
Slow Moving: Can only eat NEARBY
+1

Blue Tang
Fish - Herbivore
I
Territorial Young: While this has 1 BIOMASS, it stops other fish from eating algae NEARBY it.
+1

Bull Shark
$
Sharks & Rays
I
Viviparous: after you play this, it eats immediately. (You don't have to discard a card for this free eat action)
+1

Bull Shark
$
Sharks & Rays
I
Viviparous: after you play this, it eats immediately. (You don't have to discard a card for this free eat action)
+1

Coral Snail
Gastropod
I
Slow Moving: Can only eat NEARBY
+1

Coral Snail
Gastropod
I
Slow Moving: Can only eat NEARBY
+1

Green Moray

Fish - Mesopredator

I

Startle: When this eats, you may slide any fish 1 space (to an unoccupied nearby space) before picking prey.

+1

Queen Triggerfish

Fish - Mesopredator

I

+1

Queen Triggerfish

Fish - Mesopredator

I

+1

Spiny Lobster

Arthropod

I

+1

Spiny Lobster

Arthropod

I

+1

Stoplight Parrotfish

Fish - Herbivore

I

Coral Nibbler: After this eats, you may remove 1 Resistance from a coral to have this gain 1 extra Biomass.

+1

Stoplight Parrotfish

Fish - Herbivore

I

Coral Nibbler: After this eats, you may remove 1 Resistance from a coral to have this gain 1 extra Biomass.

+1

White Spotted Octopus

Octopus

I

Tentacles & Toxins: removes all Resistance from prey before dealing damage.

+1

White Spotted Octopus

Octopus

I

Tentacles & Toxins: removes all Resistance from prey before dealing damage.

+1

Ancestral Knowledge

Event

I

Add 1 Awareness to The Island.

Draw a Card

Hurricane

Event - Weather

I

Damage all Corals and Algae. To find how much, roll 3 dice and take the lowest.

Roll one fewer die per Global Warming.

Hurricane

Event - Weather

I

Damage all Corals and Algae. To find how much, roll 3 dice and take the lowest.

Roll one fewer die per Global Warming.

Endozoicomonas

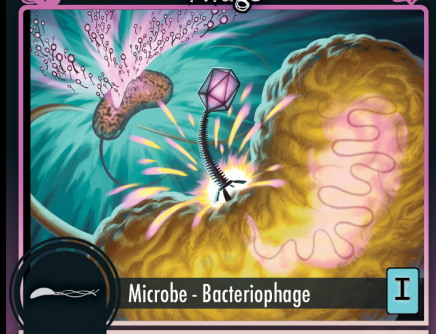
Microbe - Mutualist

I

At the end of the round, pick a Coral. It grows immediately, but loses all Resistance, and does not regain it next round.

∞ until discarded.

Phage



Microbe - Bacteriophage

I

Destroy a Microbe card, then draw a card.

If any more of the same microbe remains, repeat this ability.

Symbiodineaceae

Microbe - Mutualist

I

Whenever Corals grow, they add 1 extra Biomass.

∞ until discarded.

Symbiodineaceae

Microbe - Mutualist

I

Whenever Corals grow, they add 1 extra Biomass.

∞ until discarded.

Symbiodineaceae

Microbe - Mutualist

I

Whenever Corals grow, they add 1 extra Biomass.

∞ until discarded.

Vibrio

Microbe - Opportunist

I

At the end of the round, deal 2 damage to a Coral -or- deal 1 damage to any other card on the reef.

∞ until discarded.

Vibrio

Microbe - Opportunist I

At the end of the round, deal 2 DAMAGE to a Coral -or- deal 1 DAMAGE to any other card on the reef.

∞ until discarded.

Vibrio

Microbe - Opportunist I

At the end of the round, deal 2 DAMAGE to a Coral -or- deal 1 DAMAGE to any other card on the reef.

∞ until discarded.

Invasive Lionfish

Fish - Mesopredator II

When you add a VILLAGE to The Island you may play this for free -or- have it take a free eat action

+1

Carbon Emissions

Event - Fossil Fuel II

Add 1 GLOBAL WARMING to The Island.

DRAW A CARD

Carbon Emissions

Event - Fossil Fuel II

Add 1 GLOBAL WARMING to The Island.

DRAW A CARD

Carbon Emissions

Event - Fossil Fuel II

Add 1 GLOBAL WARMING to The Island.

DRAW A CARD

Coral Nursury

Event - Conservation Policy II

At end of round, you may search your deck for a Coral. Play it immediately or discard it.

∞ until a hurricane is played.

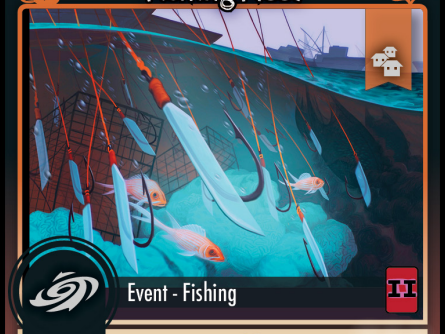
Coral Nursury

Event - Conservation Policy II

At end of round, you may search your deck for a Coral. Play it immediately or discard it.

∞ until a hurricane is played.

Fishing Fleet



Event - Fishing II

Once per VILLAGE, deal 1 DAMAGE to any creature on the reef with economic value ($ in upper right of card)

DRAW A CARD

Fishing Fleet

Event - Fishing

Once per Village, deal 1 damage to any creature on the reef with economic value ($ in upper right of card)

Draw a Card

Fishing Fleet

Event - Fishing

Once per Village, deal 1 damage to any creature on the reef with economic value ($ in upper right of card)

Draw a Card

Local Activism

Event - Conservation Policy

Search a Recruit deck for any Conservation Policy event card and recruit it. Then shuffle that Recruit deck.

Draw a Card

Local Activism

Event - Conservation Policy

Search a Recruit deck for any Conservation Policy event card and recruit it. Then shuffle that Recruit deck.

Draw a Card

Marine Protected Area

Event - Conservation Policy

If there are more Awareness than Village tokens on the Island, Fishing & Pollution Events can't be played.

∞ until discarded.

Marine Protected Area

Event - Conservation Policy

If there are more Awareness than Village tokens on the Island, Fishing & Pollution Events can't be played.

∞ until discarded.

Mass Coral Bleaching

Event

Deal 1 damage to each Coral per Global Warming.

Destroy all mutualist microbe cards in play.

Nutrient Pollution

Event - Pollution

Grow one Algae per Village on The Island.

Nutrient Pollution

Event - Pollution

Grow one Algae per Village on The Island.