

<p>Economic Collapse (1)</p> <p>Must Play. One industry, player's choice, is permanently removed.</p>	<p>Economic Collapse (1)</p> <p>Must Play. One industry, player's choice, is permanently removed.</p>	<p>Economic Collapse (1)</p> <p>Must Play. One industry, player's choice, is permanently removed.</p>	<p>Economic Collapse (1)</p> <p>Must Play. One industry, player's choice, is permanently removed.</p>
<p>Economic Growth (2)</p> <p>Must play. 1 industry is permanently added. Player may choose the square, provided it is on the shore (rivers and polar ice caps are legal) and contains no industries, but the color is determined randomly.</p>	<p>Economic Growth (2)</p> <p>Must play. 1 industry is permanently added. Player may choose the square, provided it is on the shore (rivers and polar ice caps are legal) and contains no industries, but the color is determined randomly.</p>	<p>Economic Growth (2)</p> <p>Must play. 1 industry is permanently added. Player may choose the square, provided it is on the shore (rivers and polar ice caps are legal) and contains no industries, but the color is determined randomly.</p>	<p>Economic Growth (2)</p> <p>Must play. 1 industry is permanently added. Player may choose the square, provided it is on the shore (rivers and polar ice caps are legal) and contains no industries, but the color is determined randomly.</p>
<p>DotCom Boom (3)</p> <p>Every fisherman has a 50% chance of quitting. Must play.</p>	<p>DotCom Boom (3)</p> <p>Every fisherman has a 50% chance of quitting. Must play.</p>	<p>DotCom Boom (3)</p> <p>Every fisherman has a 50% chance of quitting. Must play.</p>	<p>DotCom Boom (3)</p> <p>Every fisherman has a 50% chance of quitting. Must play.</p>

<p>DotCom Bust (4)</p> <p>Every sea square has a 5% chance of producing a fisherman. Must play.</p>	<p>DotCom Bust (4)</p> <p>Every sea square has a 5% chance of producing a fisherman. Must play.</p>	<p>DotCom Bust (4)</p> <p>Every sea square has a 5% chance of producing a fisherman. Must play.</p>	<p>DotCom Bust (4)</p> <p>Every sea square has a 5% chance of producing a fisherman. Must play.</p>
<p>Attack of the Environmentalists (5)</p> <p>Remove all pollution from one square. May be kept.</p>	<p>Attack of the Environmentalists (5)</p> <p>Remove all pollution from one square. May be kept.</p>	<p>Attack of the Environmentalists (5)</p> <p>Remove all pollution from one square. May be kept.</p>	<p>Attack of the Environmentalists (5)</p> <p>Remove all pollution from one square. May be kept.</p>
<p>Oil Spill (6)</p> <p>Must play. Add 3 pollution to one square that contains no fish.</p>	<p>Oil Spill (6)</p> <p>Must play. Add 3 pollution to one square that contains no fish.</p>	<p>Oil Spill (6)</p> <p>Must play. Add 3 pollution to one square that contains no fish.</p>	<p>Oil Spill (6)</p> <p>Must play. Add 3 pollution to one square that contains no fish.</p>

<p style="text-align: center;">Flowering of Flounder (7)</p> <p>Add 20 health to any one fish. Must play.</p>	<p style="text-align: center;">Flowering of Flounder (7)</p> <p>Add 20 health to any one fish. Must play.</p>	<p style="text-align: center;">Flowering of Flounder (7)</p> <p>Add 20 health to any one fish. Must play.</p>	<p style="text-align: center;">Flowering of Flounder (7)</p> <p>Add 20 health to any one fish. Must play.</p>
<p style="text-align: center;">Abundant Seaweed (8)</p> <p>Add 10 health to any one fish. May keep.</p>	<p style="text-align: center;">Abundant Seaweed (8)</p> <p>Add 10 health to any one fish. May keep.</p>	<p style="text-align: center;">Abundant Seaweed (8)</p> <p>Add 10 health to any one fish. May keep.</p>	<p style="text-align: center;">Abundant Seaweed (8)</p> <p>Add 10 health to any one fish. May keep.</p>
<p style="text-align: center;">Shark Attack (9)</p> <p>Remove 1 pollution per square, and 10 health from each player's fish from any one 3 by 3 square all-sea region. Must play.</p>	<p style="text-align: center;">Shark Attack (9)</p> <p>Remove 1 pollution per square, and 10 health from each player's fish from any one 3 by 3 square all-sea region. Must play.</p>	<p style="text-align: center;">Shark Attack (9)</p> <p>Remove 1 pollution per square, and 10 health from each player's fish from any one 3 by 3 square all-sea region. Must play.</p>	<p style="text-align: center;">Shark Attack (9)</p> <p>Remove 1 pollution per square, and 10 health from each player's fish from any one 3 by 3 square all-sea region. Must play.</p>

<p>Planets Aligned</p> <p>Must play. Draw two cards. Play both immediately, even if they are normally keepable.</p>	<p>Planets Aligned</p> <p>Must play. Draw two cards. Play both immediately, even if they are normally keepable.</p>	<p>Planets Aligned</p> <p>Must play. Draw two cards. Play both immediately, even if they are normally keepable.</p>	<p>Planets Aligned</p> <p>Must play. Draw two cards. Play both immediately, even if they are normally keepable.</p>
<p>Metagaming</p> <p>Take a card from another player's hand and play it immediately. May keep.</p>	<p>Metagaming</p> <p>Take a card from another player's hand and play it immediately. May keep.</p>	<p>Metagaming</p> <p>Take a card from another player's hand and play it immediately. May keep.</p>	<p>Metagaming</p> <p>Take a card from another player's hand and play it immediately. May keep.</p>
<p>Memory Loss</p> <p>Another player discards all of his/her cards. May keep.</p>	<p>Memory Loss</p> <p>Another player discards all of his/her cards. May keep.</p>	<p>Memory Loss</p> <p>Another player discards all of his/her cards. May keep.</p>	<p>Memory Loss</p> <p>Another player discards all of his/her cards. May keep.</p>

<p>Active Fishing (10)</p> <p>Place a swarm of 10 fishermen starting on any one sea square. Must play.</p>	<p>Active Fishing (10)</p> <p>Place a swarm of 10 fishermen starting on any one sea square. Must play.</p>	<p>Active Fishing (10)</p> <p>Place a swarm of 10 fishermen starting on any one sea square. Must play.</p>	<p>Active Fishing (10)</p> <p>Place a swarm of 10 fishermen starting on any one sea square. Must play.</p>
<p>Inordinate Fishing (11)</p> <p>Place a swarm of 25 fishermen starting on any one sea square. Must play.</p>	<p>Inordinate Fishing (11)</p> <p>Place a swarm of 25 fishermen starting on any one sea square. Must play.</p>	<p>Inordinate Fishing (11)</p> <p>Place a swarm of 25 fishermen starting on any one sea square. Must play.</p>	<p>Inordinate Fishing (11)</p> <p>Place a swarm of 25 fishermen starting on any one sea square. Must play.</p>
<p>Fins of Iron</p> <p>One fish does not move (or feed) this turn. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Iron</p> <p>One fish does not move (or feed) this turn. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Iron</p> <p>One fish does not move (or feed) this turn. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Iron</p> <p>One fish does not move (or feed) this turn. May keep. If played, must play before that fish's movement.</p>

<p>Fins of Steel (12)</p> <p>One fish may move without loss of health due to motion this turn. Loss of health to pollution or the current still applies. Movement <i>with</i> the current gives the fish one health per step. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Steel (12)</p> <p>One fish may move without loss of health due to motion this turn. Loss of health to pollution or the current still applies. Movement <i>with</i> the current gives the fish one health per step. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Steel (12)</p> <p>One fish may move without loss of health due to motion this turn. Loss of health to pollution or the current still applies. Movement <i>with</i> the current gives the fish one health per step. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Steel (12)</p> <p>One fish may move without loss of health due to motion this turn. Loss of health to pollution or the current still applies. Movement <i>with</i> the current gives the fish one health per step. May keep. If played, must play before that fish's movement.</p>
<p>Fishoportation</p> <p>Move any one fish instantly to any one sea square (not a river!) that contains no pollution and no other fish. May keep. This counts as the fish's move for that turn. If played, must be during Movement. The fish loses no health.</p>	<p>Fishoportation</p> <p>Move any one fish instantly to any one sea square (not a river!) that contains no pollution and no other fish. May keep. This counts as the fish's move for that turn. If played, must be during Movement. The fish loses no health.</p>	<p>Fishoportation</p> <p>Move any one fish instantly to any one sea square (not a river!) that contains no pollution and no other fish. May keep. This counts as the fish's move for that turn. If played, must be during Movement. The fish loses no health.</p>	<p>Fishoportation</p> <p>Move any one fish instantly to any one sea square (not a river!) that contains no pollution and no other fish. May keep. This counts as the fish's move for that turn. If played, must be during Movement. The fish loses no health.</p>
<p>Fins of Rubber (13)</p> <p>One fish may move up to three extra spaces this turn. Normal losses of health apply. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Rubber (13)</p> <p>One fish may move up to three extra spaces this turn. Normal losses of health apply. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Rubber (13)</p> <p>One fish may move up to three extra spaces this turn. Normal losses of health apply. May keep. If played, must play before that fish's movement.</p>	<p>Fins of Rubber (13)</p> <p>One fish may move up to three extra spaces this turn. Normal losses of health apply. May keep. If played, must play before that fish's movement.</p>

<p align="center">Scales of Protection (14)</p> <p>One fish may move through pollution without loss of health this turn. Has no effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Protection (14)</p> <p>One fish may move through pollution without loss of health this turn. Has no effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Protection (14)</p> <p>One fish may move through pollution without loss of health this turn. Has no effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Protection (14)</p> <p>One fish may move through pollution without loss of health this turn. Has no effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>
<p align="center">Scales of Porousness (15)</p> <p>One fish loses double health every time it moves through pollution this turn. No effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Porousness (15)</p> <p>One fish loses double health every time it moves through pollution this turn. No effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Porousness (15)</p> <p>One fish loses double health every time it moves through pollution this turn. No effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>	<p align="center">Scales of Porousness (15)</p> <p>One fish loses double health every time it moves through pollution this turn. No effect on pollution moving through fish. May keep. If played, must play before that fish's movement.</p>
<p align="center">Evasion (16)</p> <p>For the rest of the turn, pollution moving onto one fish reduces its health by a maximum of 2, not 10. May keep.</p>	<p align="center">Evasion (16)</p> <p>For the rest of the turn, pollution moving onto one fish reduces its health by a maximum of 2, not 10. May keep.</p>	<p align="center">Evasion (16)</p> <p>For the rest of the turn, pollution moving onto one fish reduces its health by a maximum of 2, not 10. May keep.</p>	<p align="center">Evasion (16)</p> <p>For the rest of the turn, pollution moving onto one fish reduces its health by a maximum of 2, not 10. May keep.</p>

<p style="text-align: center;">Attraction (17)</p> <p>All the fishermen in the world congregate atop one fish (and then spread out normally). Must play. Pity the fish this happens to!</p>	<p style="text-align: center;">Attraction (17)</p> <p>All the fishermen in the world congregate atop one fish (and then spread out normally). Must play. Pity the fish this happens to!</p>	<p style="text-align: center;">Attraction (17)</p> <p>All the fishermen in the world congregate atop one fish (and then spread out normally). Must play. Pity the fish this happens to!</p>	<p style="text-align: center;">Attraction (17)</p> <p>All the fishermen in the world congregate atop one fish (and then spread out normally). Must play. Pity the fish this happens to!</p>
<p style="text-align: center;">Invincibility (18)</p> <p>One fish will lose no health at all for any reason this turn. Must play.</p>	<p style="text-align: center;">Invincibility (18)</p> <p>One fish will lose no health at all for any reason this turn. Must play.</p>	<p style="text-align: center;">Invincibility (18)</p> <p>One fish will lose no health at all for any reason this turn. Must play.</p>	<p style="text-align: center;">Invincibility (18)</p> <p>One fish will lose no health at all for any reason this turn. Must play.</p>
<p style="text-align: center;">Nullification</p> <p>The next card you play does not happen. Must play when next you play a card (forced or voluntary). No impact on card trades. May be traded. Multiple Nullifications are used one at a time and do not affect each other.</p>	<p style="text-align: center;">Nullification</p> <p>The next card you play does not happen. Must play when next you play a card (forced or voluntary). No impact on card trades. May be traded. Multiple Nullifications are used one at a time and do not affect each other.</p>	<p style="text-align: center;">Nullification</p> <p>The next card you play does not happen. Must play when next you play a card (forced or voluntary). No impact on card trades. May be traded. Multiple Nullifications are used one at a time and do not affect each other.</p>	<p style="text-align: center;">Nullification</p> <p>The next card you play does not happen. Must play when next you play a card (forced or voluntary). No impact on card trades. May be traded. Multiple Nullifications are used one at a time and do not affect each other.</p>

<p style="text-align: center;">Time Freeze</p> <p>All fish move once more this turn (including gaining health for feeding, if desired), after this card drawing phase. Fish do not draw cards again after the extra move. Must play. Rare.</p>	<p style="text-align: center;">Time Freeze</p> <p>All fish move once more this turn (including gaining health for feeding, if desired), after this card drawing phase. Fish do not draw cards again after the extra move. Must play. Rare.</p>	<p style="text-align: center;">Fish Population Burst (19)</p> <p>Add 1/4 of the health to every fish. Excess wasted. Must play. Rare.</p>	<p style="text-align: center;">Fish Population Burst (19)</p> <p>Add 1/4 of the health to every fish. Excess wasted. Must play. Rare.</p>
<p style="text-align: center;">Double Trouble</p> <p>Pollution is generated twice in a row this turn. On the other hand, pollution is vanished twice in a row this turn as well. Must play. Rare.</p>	<p style="text-align: center;">Double Trouble</p> <p>Pollution is generated twice in a row this turn. On the other hand, pollution is vanished twice in a row this turn as well. Must play. Rare.</p>	<p style="text-align: center;">Fish Plague (20)</p> <p>Remove 1/4 of the health from every fish. Must play. Rare.</p>	<p style="text-align: center;">Fish Plague (20)</p> <p>Remove 1/4 of the health from every fish. Must play. Rare.</p>