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Tang

15　25　$2

Grouper

5　10　$5

Parrot Fish

10　20　$3

Spotted Reef Crabs

20　30　$1
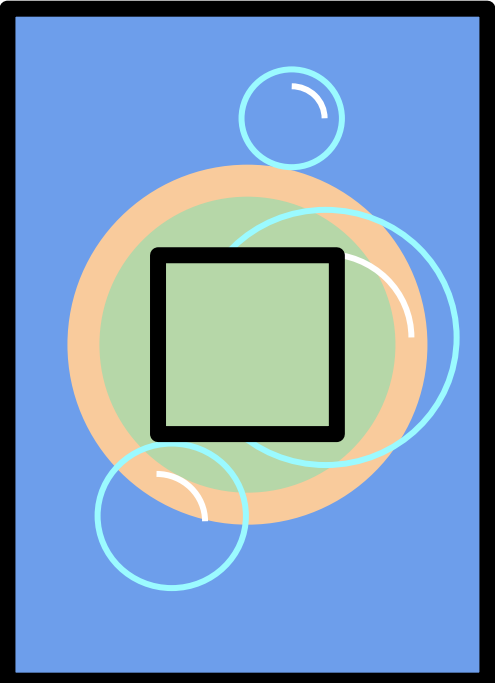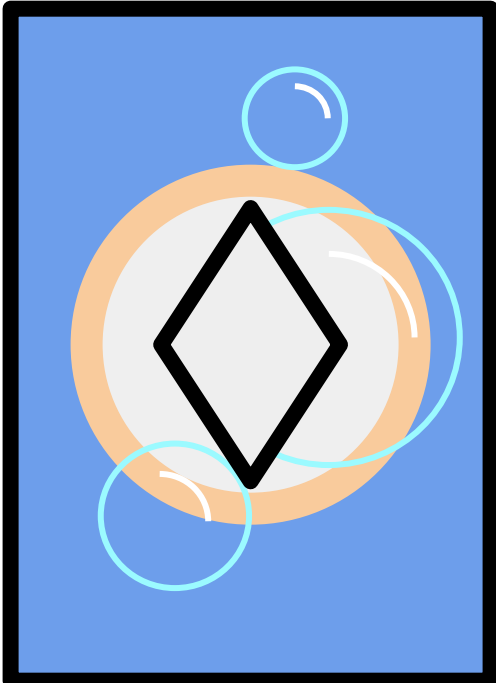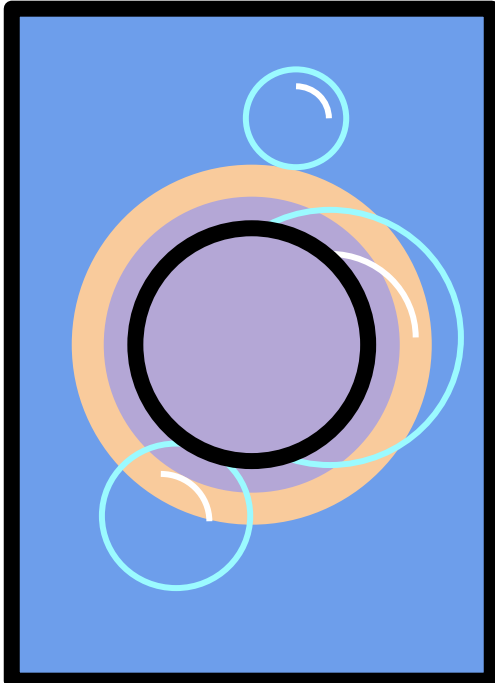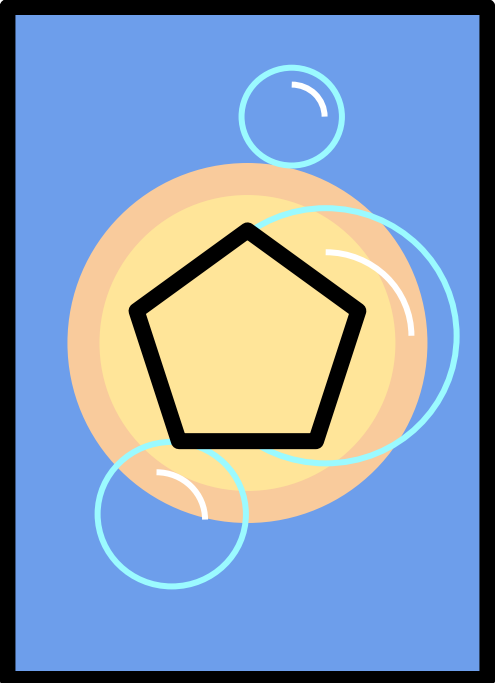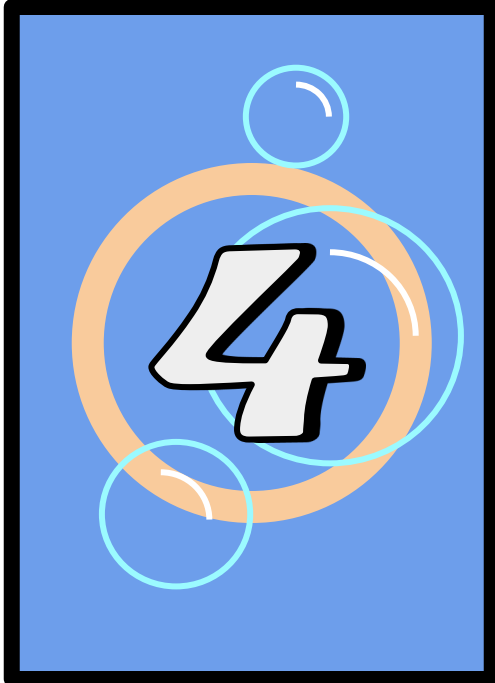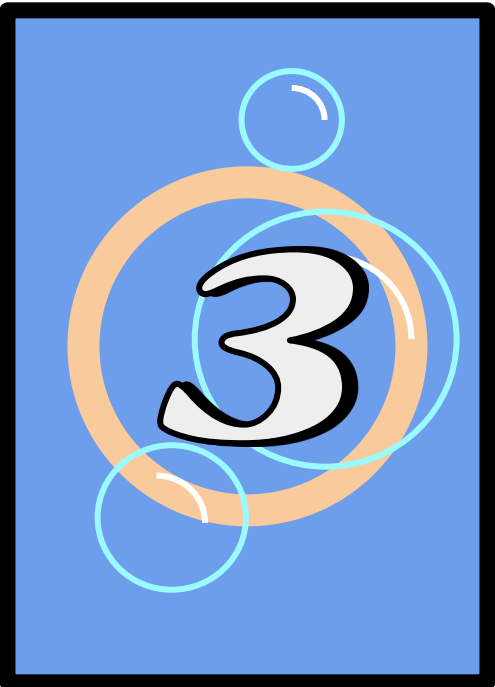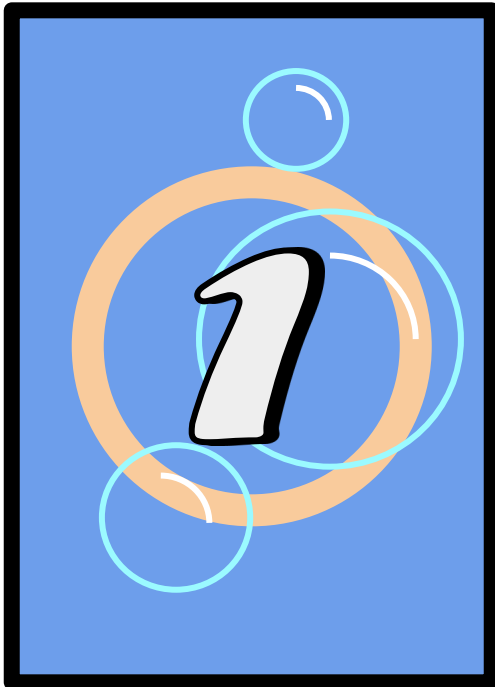
Event
Supply and Demand

Double the market price of the Parrot Fish fishery.

Event
Supply and Demand

Double the market price of the Parrot Fish fishery.

Event
No Market Interest

Halve the market price of the Parrot Fish fishery rounded down.

Event
High Incentive

The first player to harvest 8 Parrot Fish gets $10 extra.

Event
Low Incentive

The first player to harvest 8 Parrot Fish gets $5 extra.

Event
Invasives

Remove 7 fish from the Parrot Fish fishery.

Event
Population Boom

Add two fish to the Parrot Fish fishery before doubling it at the end of the round.

Event
Supply and Demand
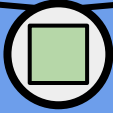
Double the market price of the Spotted Reef Crab fishery.

Event
Supply and Demand
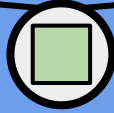
Double the market price of the Spotted Reef Crab fishery.

Event
No Market Interest

Halve the market price of the Spotted Reef Crab fishery rounded down.

Event
High Incentive

The first player to harvest 8 Spotted Reef Crabs gets $10 extra.

Event
Low Incentive
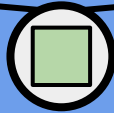
The first player to harvest 8 Spotted Reef Crabs gets $5 extra.

Event
Invasives
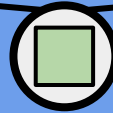
Remove 15 fish from the Spotted Reef Crab fishery.

Event
Population Boom

Add two fish to the Spotted Reef Crab fishery before doubling it at the end of the round.

Event
Population Boom

Add Two fish to the Grouper fishery before doubling it at the end of the round.

Event
Invasives

Remove 3 fish from the Grouper fishery.

Event
Low Incentive

The first player to harvest 6 Groupers gets $5 extra.

Event
High Incentive

The first player to harvest 6 Groupers gets $10 extra.

Event
No Market Interest

Halve the market price of the Grouper fishery rounded down.

Event
Supply and Demand

Double the market price of the Grouper fishery.

Event
Supply and Demand

Double the market price of the Grouper fishery.

Event
Supply and Demand

Double the market price of the Tang fishery.

Event
Supply and Demand

Double the market price of the Tang fishery.

Event
No Market Interest

Halve the market price of the Tang fishery rounded down.

Event
High Incentive

The first player to harvest 8 Tangs gets $10 extra.

Event
Low Incentive

The first player to harvest 8 Tangs gets $5 extra.

Event
Invasives

Remove 10 fish from the Tang fishery.

Event
Population Boom

Add two fish to the Tang fishery before doubling it at the end of the round.

Event
Checks and Balances

Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round.

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Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round.

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Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round.

Event
Checks and Balances

Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round.

Event
Bycatch

Subtract 2 from your harvested fish per round before calculating profits.

Event
Bycatch

Subtract 2 from your harvested fish per round before calculating profits.

Event
Oil Spill

Halve every population (rounded down) at the start of each round.

Event
Oil Spill

Halve every population (rounded down) at the start of each round.

Event
Coral Bleaching

Remove 2 individuals from every population (at the start of each round).

Event
Coral Bleaching

Remove 2 individuals from every population (at the start of each round).

Event
Limits

Players can only use number cards 1-3.

Event
Limits

Players can only use number cards 1-3.

Event
Protected Species

If two or more players fish in the same fishery, neither take fish from it this round.

Event
Climate Conference

Players vote on a fishery that cannot be fished in this round.

Event
Climate Conference

Players vote on a fishery that cannot be fished in this round.

Event
Coral Bleaching

Remove 2 individuals from every population (at the start of each round).

Event
Conservation Watch

The player who made the least profit last round goes first, ties are broken by lowest overall points total.

Event
Conservation Watch

The player who made the least profit last round goes first, ties are broken by lowest overall points total.

Event

Bureaucracy

Vote on who goes first next round. If a tie, vote again until a clear winner is decided.

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Score Card

Round	Profits				
	Player 1:	Player 2:	Player 3:	Player 4:	Player 5:
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
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25					

Standard Deck Reference Sheet

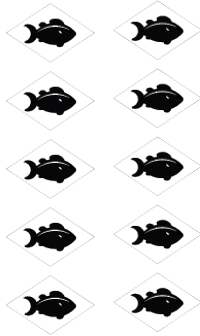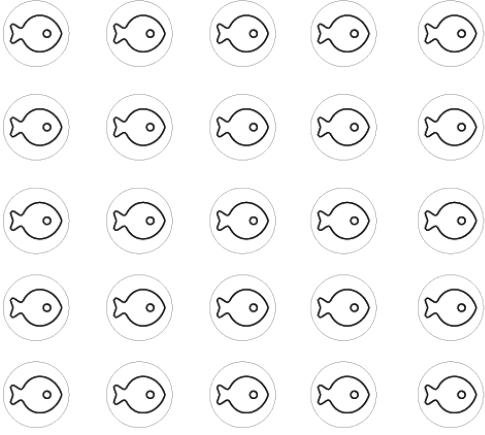| Face	Suit	Card Name	Effect
King	Spades	Supply and Demand	Double the market price of the Spades fishery
King	Clubs	Supply and Demand	Double the market price of the Clubs fishery
King	Diamonds	Supply and Demand	Double the market price of the Diamonds fishery
King	Hearts	Supply and Demand	Double the market price of the Hearts fishery
Queen	Spades	Supply and Demand	Double the market price of the Spades fishery
Queen	Clubs	Supply and Demand	Double the market price of the Clubs fishery
Queen	Diamonds	Supply and Demand	Double the market price of the Diamonds fishery
Queen	Hearts	Supply and Demand	Double the market price of the Hearts fishery
Jack	Spades	No Market Interest	Halve the market price of the Spades fishery rounded down
Jack	Clubs	No Market Interest	Halve the market price of the Clubs fishery rounded down
Jack	Diamonds	No Market Interest	Halve the market price of the Diamonds fishery rounded down
Jack	Hearts	No Market Interest	Halve the market price of the Hearts fishery rounded down
Ten	Spades	High Incentive	The first player to harvest 8 Spade fish gets $10 extra
Ten	Clubs	High Incentive	The first player to harvest 8 Club fish gets $10 extra
Ten	Diamonds	High Incentive	The first player to harvest 8 Diamond fish gets $10 extra
Ten	Hearts	High Incentive	The first player to harvest 6 Heart fish gets $10 extra
Nine	Spades	Low Incentive	The first player to harvest 8 Spade fish gets $5 extra
Nine	Clubs	Low Incentive	The first player to harvest 8 Club fish gets $5 extra
Nine	Diamonds	Low Incentive	The first player to harvest 8 Diamond fish gets $5 extra
Nine	Hearts	Low Incentive	The first player to harvest 6 Heart fish gets $5 extra
Eight	Spades	Conservation Watch	the player who made the least profit last round goes first, ties are broken by lowest overall points total
Eight	Clubs	Conservation Watch	the player who made the least profit last round goes first, ties are broken by lowest overall points total
Eight	Diamonds	Conservation Watch	the player who made the least profit last round goes first, ties are broken by lowest overall points total
Eight	Hearts	Conservation Watch	the player who made the least profit last round goes first, ties are broken by lowest overall points total
Seven	Spades	Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Seven	Clubs	Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Seven	Diamonds	Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Seven	Hearts	Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Six	Spades	Invasives	Remove 15 fish from the Spades fishery
Six	Clubs	Invasives	Remove 10 fish from the Clubs fishery
Six	Diamonds	Invasives	Remove 7 fish from the Diamonds fishery
Six	Hearts	Invasives	Remove 3 fish from the Hearts fishery
Five	Spades	Coral Bleaching	Remove 2 individuals from every population (at the start of each round)
Five	Clubs	Climate Conference	Players vote on a fishery that cannot be fished in this round
Five	Diamonds	Climate Conference	Players vote on a fishery that cannot be fished in this round
Five	Hearts	Protected Species	If two or more players would fish in the same fishery, neither take fish from it this turn
Four	Spades	Population Boom	Add two fish to the spade fishery before doubling it at the end of the round
Four	Clubs	Population Boom	Add two fish to the Clubs fishery before doubling it at the end of the round
Four	Diamonds	Population Boom	Add two fish to the Diamonds fishery before doubling it at the end of the round
Four	Hearts	Population Boom	Add two fish to the Hearts fishery before doubling it at the end of the round
Three	Spades	Limits	Players can only use number cards 1-3
Three	Clubs	Limits	Players can only use cards catch cards 1-3
Three	Diamonds	Coral Bleaching	Remove 2 individuals from every population (at the start of each round)
Three	Hearts	Coral Bleaching	Remove 2 individuals from every population (at the start of each round)

Two	Spades	Oil Spill	Halve every population (rounded down) at the start of each round
Two	Clubs	Oil Spill	Halve every population (rounded down) at the start of each round
Two	Diamonds	Bycatch	Subtract 2 from your harvested fish per round before calculating profits.
Two	Hearts	Bycatch	Subtract 2 from your harvested fish per round before calculating profits.
Ace	Spades	Checks and Balances	Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round
Ace	Clubs	Checks and Balances	Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round
Ace	Diamonds	Checks and Balances	Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round
Ace	Hearts	Checks and Balances	Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round

Event Card Breakdown Sheet

Card Name	Effect
Supply and Demand	Double the market price of the Spotted Reef Crab fishery
Supply and Demand	Double the market price of the Tang fishery
Supply and Demand	Double the market price of the Parrot Fish fishery
Supply and Demand	Double the market price of the Grouper fishery
Supply and Demand	Double the market price of the Spotted Reef Crab fishery
Supply and Demand	Double the market price of the Tang fishery
Supply and Demand	Double the market price of the Parrot Fish fishery
Supply and Demand	Double the market price of the Grouper fishery
No Market Interest	Halve the market price of the Spotted Reef Crab fishery rounded down
No Market Interest	Halve the market price of the Tang fishery rounded down
No Market Interest	Halve the market price of the Parrot Fish fishery rounded down
No Market Interest	Halve the market price of the Grouper fishery rounded down
High Incentive	The first player to harvest 8 Spotted Reef Crabs gets $10 extra
High Incentive	The first player to harvest 8 Tangs gets $10 extra
High Incentive	The first player to harvest 8 Parrot Fish gets $10 extra
High Incentive	The first player to harvest 6 Groupers gets $10 extra
Low Incentive	The first player to harvest 8 Spotted Reef Crabs gets $5 extra
Low Incentive	The first player to harvest 8 Tangs gets $5 extra
Low Incentive	The first player to harvest 8 Parrot Fish gets $5 extra
Low Incentive	The first player to harvest 6 Groupers gets $5 extra
Conservation Watch	The player who made the least profit last round goes first, ties are broken by lowest overall points total
Conservation Watch	The player who made the least profit last round goes first, ties are broken by lowest overall points total
Conservation Watch	The player who made the least profit last round goes first, ties are broken by lowest overall points total
Conservation Watch	The player who made the least profit last round goes first, ties are broken by lowest overall points total
Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
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Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Bureaucracy	Vote on who goes first next round. If a tie, vote again until a clear winner is decided
Invasives	Remove 15 fish from the Spotted Reef Crab fishery
Invasives	Remove 10 fish from the Tang fishery
Invasives	Remove 7 fish from the Parrot Fish fishery
Invasives	Remove 3 fish from the Grouper fishery
Coral Bleaching	Remove 2 individuals from every population (at the start of each round)
Climate Conference	Players vote on a fishery that cannot be fished in this round
Climate Conference	Players vote on a fishery that cannot be fished in this round
Protected Species	If two or more players fish in the same fishery, neither take fish from it this round
Population Boom	Add two fish to the Spotted Reef Crab fishery before doubling it at the end of the round
Population Boom	Add two fish to the Tang fishery before doubling it at the end of the round
Population Boom	Add two fish to the Parrot Fish fishery before doubling it at the end of the round
Population Boom	Add Two fish to the Grouper fishery before doubling it at the end of the round
Limits	Players can only use number cards 1-3
Limits	Players can only use number cards 1-3
Coral Bleaching	Remove 2 individuals from every population (at the start of each round)
Coral Bleaching	Remove 2 individuals from every population (at the start of each round)
Oil Spill	Halve every population (rounded down) at the start of each round
Oil Spill	Halve every population (rounded down) at the start of each round
Bycatch	Subtract 2 from your harvested fish per round before calculating profits.
Bycatch	Subtract 2 from your harvested fish per round before calculating profits.

Event Card Breakdown Sheet

Checks and Balances	Players vote on who must pay a tariff of $5 for their unsustainable practices, if no player can pay in full, ignore this round
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