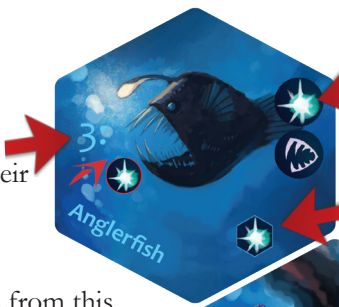


DEEP VENTS

Tile Reference

Trigger: Spend 3 from this tile. Opponents take damage equal to their bioluminescence traits.



Traits

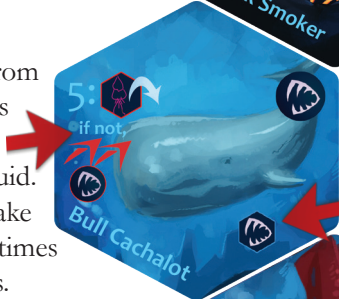
Grow: Place 1 archaeon on this tile for each adjacent bioluminescence trait.

Trigger: Spend 2 from this tile. Move all remaining archaea to your supply. Place 1 archaeon from the general supply on each adjacent tile.



Grow: Place 3 archaea on this tile.

Trigger: Spend 5 from this tile. Opponents must decimate 1 Colossal/Giant Squid. If no Squid, they take damage equal to 2 times their predator traits.



Grow: Place 1 archaeon on this tile for each adjacent predator trait.

Trigger: Spend all archaea from this OR an adjacent tile (must be at least 4). Opponents take damage equal to their heat traits.



Grow: Move 1 archaeon from each adjacent tile with a bioluminescence trait to this tile.

Trigger: Move all archaea on this tile to your supply.

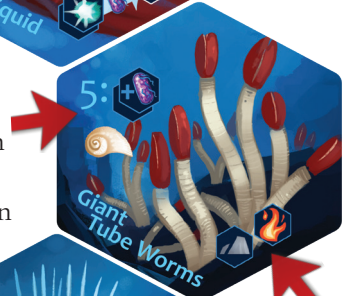


Grow: Place 2 archaea on this tile.

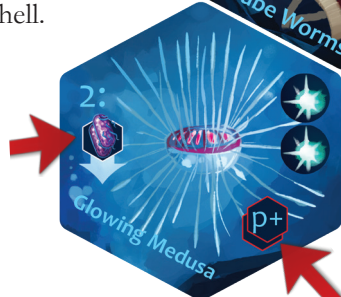
Trigger: Spend 3 from this tile. Opponents take 4 damage.



Trigger: Spend 5 from this tile. Place 1 archaeon from the general supply on each adjacent tile. Gain 1 shell.

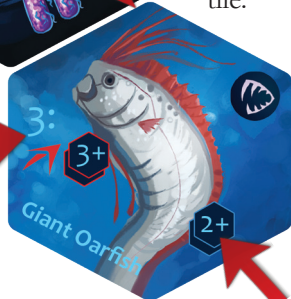


Trigger: Spend 2 from this tile. Move all remaining archaea to your supply.



Grow: Place 1 archaeon on this tile for each adjacent heat and rock trait.

Trigger: Pay 3 from this tile. Opponents take damage equal to the number of their tiles with 3+ archaea.



Grow: Place 1 archaeon on this tile for each adjacent tile with 2 or more archaea.

Grow: Place 1 archaeon on this tile for each opponents' tile with archaea equal to or greater than the no. of players.

Often Forgotten Rules

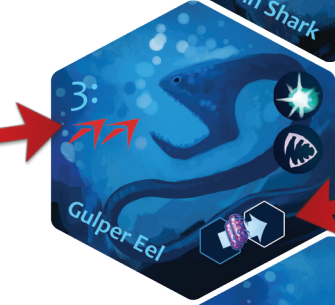
- When you **grow**, place archaea from the general supply on the tile.
- You may not move archaea on tiles you own to your personal supply without using a specific ability to do so.
- When you gain a new tile, all archaea on the tile stay on the tile.
- To trigger, spend archaea from tiles, not from your personal supply.
- When you are attacked, you must discard archaea from your personal supply. You can't discard archaea from tiles you own.
- When you trigger a tile, you can use the trigger ability as many times as you can afford. Pay the specified archaea cost each time.

Trigger: Spend 3 from this tile. Opponents must lose 1 shell then take 1 damage.



Grow: Place 1 archaeon on this tile for each adjacent rock trait.

Trigger: Spend 3 from this tile. Opponents take 2 damage.



Grow: Move all archaea from 1 adjacent tile to this tile.

Place a marker on the bottom space on this track when you place this tile in your ecosystem.

Grow: Add archaea equal to the number marked on the track. (Max total archaea in one turn: 10.)

Trigger: Move all archaea on this tile to your supply. Then advance the marker one space on the track.

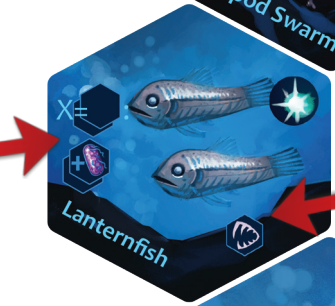
Note: You can't trigger this tile if it has no archaea.

Trigger: Spend 1 from this tile. Gain 1 shell. Move all remaining archaea to your supply.



Grow: Add 5 archaea to this tile each time an opponent decimates a tile.

Trigger: Spend 1 per adjacent tile. Then place 1 archaeon from the general supply on each adjacent tile.



Grow: Place 1 archaeon on this tile for each adjacent predator trait.

Auto-Trigger: If this tile has 5 or more archaea you must choose to trigger when you activate. Decimate this tile. All opponents decimate one tile of their choice.



Trigger: Spend 1 from this tile. Gain 1 shell.



Grow: Place 1 archaeon on this tile.

Trigger: Spend 2 from this tile. Opponents take 1 damage. Then move all remaining archaea from this tile to your supply.



Grow: Whenever you trigger an adjacent tile, place 1 archaeon on this tile.



Grow: Place 1 archaeon on this tile.

Trigger: Move all archaea on this tile to your supply.



Grow: Place 2 archaea on this tile.

Place a marker on the first space on the track when you place this tile in your ecosystem.

Grow: Add 1 archaeon for each adjacent heat and rock trait.

Trigger: Spend 4 archaea from tile. Gain shells equal to the current space marked on the track, then move the marker up one space (max 3 per trigger).

Trigger: Pay 3 from this tile. Gain 1 shell. Opponents take 1 damage.



Grow: Place 1 archaeon on this tile for each adjacent heat and rock trait.

