**Trigger:** Spend 3 from this tile. Opponents take damage equal to their bioluminescence 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:** Move 1 archaeon from each adjacent tile with a bioluminescence trait to this tile.

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

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

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

**Grow:** Place 2 archaea on this tile.

**Trigger:** Pay 3 from this tile. Opponents take 4 damage.

**Grow:** Move 1 archaeon from each adjacent tile with a bio-luminescence trait to this tile.

**Trigger:** Spend 5 from this tile. Opponents take 4 damage.

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

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

**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 1 archaeon on this tile for each adjacent tile with 2 or more archaea.

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

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

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

**Grow:** Place 1 archaeon on this tile for each adjacent tile with a bioluminescence trait to this tile.

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

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

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

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

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 2 archaea on this tile.

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

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

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

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

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

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

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

**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 3 from this tile. Opponents must lose 1 shell then take 1 damage.

**Trigger:** Spend 1 from this tile. Opponents take 2 damage.

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

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

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

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

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

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

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

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

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

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

**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.

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

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

**Grow:** Place 1 archaeon on this tile.

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

**Trigger:** Move all remaining archaea to your supply.

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

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).