



Apex Predator

For each *Apex Predator* trait on your species:

- Increase your species' **attack** value by 3.
- Other species take 2 fewer population than their attack value when they **attack** your species.

A species with an *Apex Predator* trait may never **forage** regardless of whether it has other traits with a **forage** icon. Announce when your *Apex Predator* **attacks** so players with the nearest *Shark Cleaners* remember to **gain** population.



Bottom Feeder

For each *Bottom Feeder* trait on your species:

- Your species will **gain 2** population after the species to its immediate right or left (depending on the direction of the arrow) is **attacked**.



Filter Feeding

For each *Filter Feeder* trait on your species:

- Increase your species' **forage** value by 5.

A species with a *Filter Feeder* trait will never overpopulate, which means you may place population on the space with the fishbones icon. This species still may not take population if it has no available space on its species board. A species with a *Filter Feeder* trait may never **attack** regardless of whether it has other traits with an attack icon. Announce when your *Filter Feeder* **forages** so players with the nearest *Whale Cleaners* remember to **gain** population.



Inking

For each *Inking* trait on your species:

- Other species take 4 fewer population than their attack value when they **attack** your species.

Note: Don't forget that Shell icons do not reduce the **attack** value, so traits like *Shark Cleaner* are not affected by Shell icons.



Parasitic

For each *Parasitic* trait on your species:

- Your species takes 2 population from the species to its immediate right or left (depending on the direction of the arrow) before your feeding phase. If that species does not have enough population, take as many as possible.

The **leeching** automatically triggers after your play cards phase, and before your feeding phase. If you have more than 1 *Parasitic* trait, choose the order in which to trigger them. **Leeching** does not count as a feeding, so you may choose to feed the *Parasitic* species during your feeding phase in addition to the **leeching**, or you may choose to feed a different species.



Schooling

For each *Schooling* trait on your species:

- Your species will age an additional population during your aging phase.

A species with a *Schooling* trait may not be attacked if it has 5 or more population.



Speed

For each *Speed* trait on your species:

- Increase your species' **forage** value by 2.
- Increase your species' **attack** value by 2.
- Increase the maximum number of traits your species can have by 1.
- Other species take 2 fewer population than their attack value when they **attack** your species.

You may put a *Speed* trait on a species that already has its maximum number of traits (including a species that has already has 1 *Speed* and 3 other traits).



Shark Cleaner

For each *Shark Cleaner* trait on your species:

- Your species will **gain 2** population after a species with an attack value of 3 or greater **attacks**, as long as your species is the first species with a *Shark Cleaner* trait to the attacker's left, or the attacker's right.

For example, everytime an *Apex Predator* **attacks**, two different species with a *Shark Cleaner* trait will each **gain 2** population. One of the *Shark Cleaner* species will be the closest on the left side of the *Apex Predator*, the other will be the closest on the right side of the *Apex Predator*. If there is only 1 *Shark Cleaner* on the table, it **gains 2** population (not 4 population for being the closest on both sides of the attacker). The *Shark Cleaner* species does not need to be immediately adjacent to the attacker, which is why the trait does not have an adjacency arrow.



Symbiotic

For each *Symbiotic* trait on your species:

- Your species will **gain 1** population after the species to its immediate right or left (depending on the direction of the arrow) **forages** or **attacks**.



Tentacled

For each *Tentacled* trait on your species:

- If this is the species you choose to feed during your feeding phase (**attack** or **forage**), then it may feed an additional time (**attack** or **forage**).

Resolve all triggered traits from the feeding, then overpopulation, before starting an additional feeding. Additional feedings trigger traits as normal.

A species with *Tentacled* may not feed an additional time if it loses population to overpopulation. Overpopulation on a different species (e.g., a species with *Bottom Feeding* or *Shark Cleaner*) does not end this species feeding.



Transparent

A species with *Transparent* may not be **attacked** or **leeched** if the Reef has at least 1 population in it.



Whale Cleaner

For each *Whale Cleaner* trait on your species:

- Your species will **gain 3** population after a species with a forage value of 3 or greater **forages**, as long as your species is the first species with a *Whale Cleaner* trait to the forager's left, or the forager's right.

For example, everytime a *Filter Feeder* **forages**, two different species with a *Whale Cleaner* trait will each **gain 3** population. One of the *Whale Cleaner* species will be the closest on the left side of the *Filter Feeder*, the other will be the closest on the right side of the *Filter Feeder*. If there is only 1 *Whale Cleaner* on the table, it **gains 3** population (not 6 population for being the closest on both sides of the forager). The *Whale Cleaner* species does not need to be immediately adjacent to the forager, which is why the trait does not have an adjacency arrow.

FEEDING: ORDER OF OPERATIONS

One or more traits will often trigger after a feeding. Here is how the feeding is resolved:

1. The **foraging** or **attacking** species takes population and places them on its species board.
2. All **gains** are triggered at the same time.
 - a. The order of triggered traits rarely matter, but if needed, resolve them in turn order starting with the current player. If a player has multiple effects that trigger at the same time, that player chooses the order in which to resolve their triggers.
3. If another attack was triggered (for instance, with the Deep card called *Burrowing*), follow the above two steps again.
4. Check for overpopulation.
5. Check for the activation of Scenario cards.

RULES & CONFLICTS

The core rules of *Oceans* get modified during each game.

- **Scenario cards override the core rules.**
 - Rules with the phrase "may not" override rules with "may."
 - Rules with the phrase "never" may not be overridden, but they may be "ignored."
- **Trait cards override the core rules and the Scenario cards, but they only apply to the species on which they are played.**
 - Traits with the phrase "may not" override traits with "may."
 - Traits with the phrase "never" may not be overridden, but they may be "ignored."
 - If there is a direct conflict between two traits:
 - Deep traits override Surface traits.
 - The Deep trait with the highest resolution number in the bottom right hand corner overrides the Deep trait with the lower resolution number.

DEEP CARDS - COMMON PHRASES

After your _____ phase

Apply this effect immediately after the stated phase is completely resolved. If there are multiple effects to apply, you choose the order.

Before your _____ phase

Apply this effect immediately before the stated phase, after the previous phase is completely resolved. If there are multiple effects to apply, you choose the order.

After an attack is resolved

Apply the effect after the feeding and all triggers have been resolved, but before checking for overpopulation.

DEEP CARDS - Common phrases (Continued)

Ignore

A species that ignores an effect, an icon, or a trait, acts as if the thing being ignored does not exist. As far as that species is concerned:

- the effect is not on the trait, or
- the icon is not on the trait, or
- the trait is not on the species.

May have 1 extra trait

This allows a species to have 1 extra trait card above its current limit. Traits with this phrase may be played on a species that is already at its limit. For example, a species may end up with 10 traits as long as it is allowed to have 7 extra traits.

May not be leeches


Other species may not leech population from this species.

May store extra population

This allows you to delay overpopulation by putting more population on some spaces of your species board, but you still overpopulate as soon as population is placed on the bones space. If this trait is discarded, swapped, or otherwise removed, the extra population must be moved to available spaces on the species board, and will trigger overpopulation if any population is placed on the bones space. Any excess population that does not fit on the species board is lost to the Reef.

Never

Nothing can override the word *never*, but a trait may be ignored even if it has the word *never* on it.

For instance, *Bubble Net* ignores its own .

Swap a trait

This means exchanging the place of two different traits. Traits are always swapped on a 1 for 1 basis. The traits may be on a species, in your hand, in the Gene Pool, etc.

Take

Taking is the act of moving population from one place to another.

- When a species **forages**, it takes population from the Reef.
- When a species **attacks**, it takes population from the target species board.
- When a species **gains**, it takes population from the Ocean.
- When a species **leeches**, it takes population from the target species board.
- Taking is not considered an **attack** and taking never triggers traits that **gain**.

Target

A target is a species that is being **attacked** or **leeches**.

FREQUENTLY ASKED QUESTIONS

Can I forage from the Reef if my species does not have a forage icon?

Yes. A species that does not have any green icons automatically gets a forage value of 1. Likewise, a species that does not have any red icons automatically gets an attack value of 1.

When I play my first trait with a forage icon, do I add the forage icon number to the automatic forage value of 1?

No. A species automatically gets a forage value of 1 only if it does not have any traits with a forage icon. Likewise, a species automatically gets an attack value of 1 only if it does not have any traits with an attack icon.

When a Scenario card is activated, does the rule change in the middle of a player's turn?

Yes. The new rule comes into effect in the middle of a player's turn, but only after all of the triggered effects have been resolved.

If the first Scenario card is deactivated by moving population back into the 1st Ocean zone, does that deactivate the Cambrian Explosion?

No. Once the Cambrian Explosion begins, it's in effect for the rest of the game.

Does a species go extinct when it ends a turn with zero population?

No. A species only goes extinct during your aging phase if it does not have enough population to age the entire amount. If a species is supposed to age 2 population, but only has 1 population, it will score 1 population and then go extinct.

Can I play a Speed on a species that already has 3 traits?

Yes. You may play any trait that says "May have 1 extra trait" on a species that already has the maximum number of traits.

What happens if there is a timing issue with triggered events?

If multiple players have triggered events, resolve them in turn order starting with the current player. If a player has multiple effects that trigger at the same time, that player may choose the order.

May I use my bonus scoring token to pay for Deep cards?

No. The Bonus Tokens are only used for the end-game scoring.

May a species be adjacent to itself if it is the only species in play?

No.

When a species forages from an Ocean zone and it runs out of population, do you take population from the next Ocean zone?

No. You only do that when a species **gains**.

Can I rearrange the order of my species boards?

No.

Is there a limit to the number of species a player can have?

No.

What happens if we run out of species boards?

You and your entire gaming group get an A in marine biology. Kudos! Species boards are not intended to be limited, so try to imagine a species board sitting next to your traits. You can also download boards to print at the North Star Games website on the *Oceans* page.

What happens if we run out of population in the reserve?

The reserve was not intended to be limited, so find something else to keep track of your population: goldfish crackers, pennies, CMON miniatures, or even your fingers and toes.

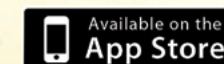
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FEEDING ICONS

-  **Forage:** Take population from the Reef.
-  **Attack:** Take population from the target species.
-  **Gain:** Take population from the first available Ocean zone.
-  **May Never Forage:** A species with this icon may never forage.
-  **May Never Attack:** A species with this icon may never attack.

DEFENSIVE ICONS

Defensive Traits have a black textbox. You may not attack a species unless you can get past each of its Defensive Traits.

-  **Shell:** Each shell icon reduces the number of population taken from an **attack** by the number in the shell icon.

OTHER CONCEPTS

Leeching does not count as a **feeding** or an **attack**. Take population from the target species and place it on the species board with the **leeching** trait.



A species overpopulates if it has a population token on the space with the fishbones when you're checking for overpopulation. When a species overpopulates, it loses population to the Reef or any Ocean zone until the species is left with 5 population.






Adjacency Arrow: This arrow refers to the immediately adjacent species.



Migrate Number: This is the number of population that gets moved when using the card to **migrate**. It's also the cost when using a Deep card to **evolve** a species.

SCENARIO CARDS

-  Scenario cards with the teeth icon create a more aggressive environment.
-  Scenario cards with the diamond icon are more complex.
-  Scenario cards with the lightning icon are events.

