

CARELESS
BATHERS



B1
B2



ILL-MANNERED
BOATERS



S2
S4



CIGARETTE
BUTTS



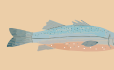
R1
R2



INDUSTRIAL
DISCHARGES



R1
R2



ILL-MANNERED
TOURISTS



B1
B2



FLYING
BALLOONS



S1
S4



MUSSEL
SOCKS



S1
S2



GHOST
NETS



S3
S4



CARELESS
FISHERMEN



S2



LITTER



R2



OVERFLOWING
RIVER



S1



UNRULY
PICNIC



B1



BEACH
CONCERT



B2



BOAT
PARTY



S3



ILLEGAL
DUMP



R1



ILL-MANNERED
TOURISTS



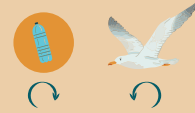
B1
B2



MUSSEL SOCKS



S1
S4



ILL-MANNERED BOATERS



S2
S3



LITTER



R1
R2



CARELESS BATHERS



B1
B2



ILL-MANNERED BOATERS



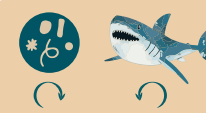
S2
S3



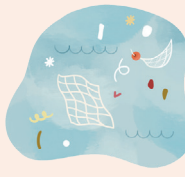
CARELESS FISHERMEN



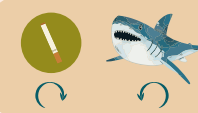
S1
S4



GHOST NETS



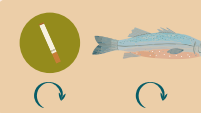
S1
S2



FLYING BALLOONS



S2
S3



OVERFLOWING RIVER



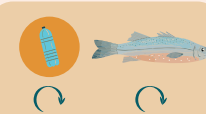
S1
S2



MUSSEL SOCKS



S1
S4



BOAT PARTY



S1
S4



NOT ENOUGH TRASH CANS



R1
R2



BEACH PARTY



B1
B2



GHOST NETS



S2
S3



CARELESS FISHERMEN



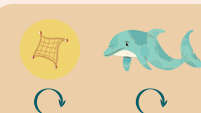
S3
S4



INDUSTRIAL DISCHARGES



S2
S3

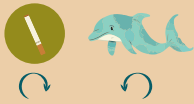


ILLEGAL DUMP



R1

R2



DISPOSABLE PACKAGING



R1

R2

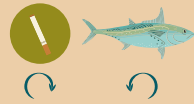


NOT ENOUGH TRASH CANS



B1

B2

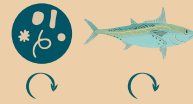


BEACH PARTY



S1

B2



DISPOSABLE PACKAGING



R1

R2



UNRULY PICNIC



B1

B2

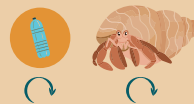


CIGARETTE BUTTS



R1

R2



BEACH CONCERT



B1

B2



RESEARCH



INNOVATION



Discard and replace up to 3 Market Cards



AWARENESS CAMPAIGN



CLEAN-UP: BEACH



Remove 1 Waste Token from the Beach Area



CLEAN-UP: RIVER



Remove 1 Waste Token from the River Area



CLEAN-UP: SEA



Remove 1 Waste Token from the Sea Area



ENVIRONMENTAL REMEDIATION



Double the effects of a player's "CLEAN-UP" Card (you can use this card during other players' turns)



INNOVATION



Discard and replace up to 3 Market Cards





AWARENESS CAMPAIGN



CLEAN-UP: BEACH



Remove 1 Waste Token
from the **Beach Area**



CLEAN-UP: RIVER



Remove 1 Waste Token
from the **River Area**



CLEAN-UP: SEA



Remove 1 Waste Token
from the **Sea Area**



WILDLIFE RESCUE



Add 2 new Organism
Tokens onto the
Gameboard (draw
them at random)



INNOVATION



Discard and replace up
to 3 Market Cards



AWARENESS CAMPAIGN



CLEAN-UP: BEACH



Remove 1 Waste Token
from the **Beach Area**



CLEAN-UP: RIVER



Remove 1 Waste Token
from the **River Area**



CLEAN-UP: SEA



Remove 1 Waste Token
from the **Sea Area**



EDUCATION



You may copy the
effect of another
player's Card (they do
not discard that Card)



INNOVATION



Discard and replace up
to 3 Market Cards



AWARENESS CAMPAIGN



CLEAN-UP: BEACH



Remove 1 Waste Token
from the **Beach Area**



CLEAN-UP: RIVER



Remove 1 Waste Token
from the **River Area**



CLEAN-UP: SEA



Remove 1 Waste Token
from the **Sea Area**





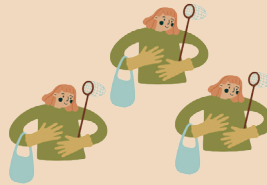
FUND RAISING



FUND RAISING



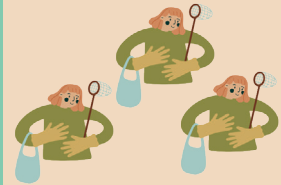
ACTION CAMPAIGN



Another player may now play one of their "CLEAN-UP" Cards



ACTION CAMPAIGN



Another player may now play one of their "CLEAN-UP" Cards



CLEAN-UP: CREATIVE RECYCLING



Remove 1 Waste Token from the **Beach Area** and draw a Card from your Deck (you can use this Card right away)



CLEAN-UP: CREATIVE RECYCLING



Remove 1 Waste Token from the **Beach Area** and draw a Card from your Deck (you can use this Card right away)



MEDIA CAMPAIGN



MEDIA CAMPAIGN



CLEAN-UP: BOATERS



Remove 2 Waste Tokens from the **Sea Area**



CLEAN-UP: BOATERS



Remove 2 Waste Tokens from the **Sea Area**



CLEAN-UP: BOATERS



Remove 2 Waste Tokens from the **Sea Area**



CLEAN-UP: ACTION DAY!



Remove 2 Waste Tokens, choosing whether from **Beach, Sea or River**. Another player may join if they have a Clean-Up Card that acts on the same Area



CLEAN-UP: ACTION DAY!



Remove 2 Waste Tokens, choosing whether from **Beach, Sea or River**. Another player may join if they have a Clean-Up Card that acts on the same Area



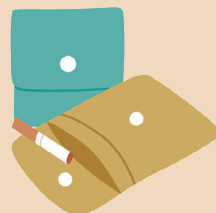
CLEAN-UP: ACTION DAY!



Remove 2 Waste Tokens, choosing whether from **Beach, Sea or River**. Another player may join if they have a Clean-Up Card that acts on the same Area



PORTABLE ASHTRAYS



Remove all Cigarette Tokens from the Gameboard



REUSABLE BAGS



Remove all Plastic Bag Tokens from the Gameboard



3

REUSABLE
WATER BOTTLES

Remove all Bottle
Tokens from the
Gameboard



3

SPECIES
REINTRODUCTION

Add 2 new Organism
Tokens onto the
Gameboard (draw
them at random)



4

CLEAN-UP:
PROFESSIONAL
CLEANERS

Remove 3 Waste Tokens
from the **Sea Area**



4

CLEAN-UP:
PROFESSIONAL
CLEANERS

Remove 3 Waste Tokens
from the **Sea Area**



4

CLEAN-UP:
PROFESSIONAL
CLEANERS

Remove 3 Waste Tokens
from the **Sea Area**



2

WATER TREAT-
MENT PLANT

Microplastic Tokens
are no longer added to
the **River** and **Beach**
Areas



Build immediately on:
Factory
River

3

RESEARCH
CENTER

Once built, this Structu-
re reduces the cost of
all other Structures by 1



Build immediately on:
City
River

3

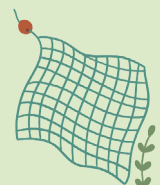
ASHTRAYS
GIVEAWAY

Each turn, remove
1 Cigarette Token
from the **Beach**
Area



Build immediately on:
Beach

3

ECO-FRIENDLY
FISHING NETS

Each turn, remove
1 Net Token
from the **Sea**
Area



Build immediately on:
Sea

3

WATER BOTTLE
GIVEAWAY

Each turn, remove
1 Bottle Token from
the **River** or the
Beach Areas



Build immediately on:
City
River

4

SEABIN



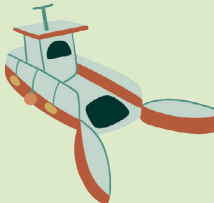
Each turn, remove 1 Waste
Token of your choice from
the **Sea Area**.



Build immediately on:
Sea
Beach

4

CLEANUP BOAT



Move any number of Waste
Tokens within the Sectors of
the **Sea Area**



Build immediately on:
Sea

4

RECYCLING
PROGRAM

Each turn, remove 1 Waste
Token of your choice from
the **River** or the **Beach** Areas



Build immediately on:
City
Beach

5

RECYCLING
PLANT

Waste Tokens are no longer
added to the **River Area**



Build immediately on:
City
Factory

5

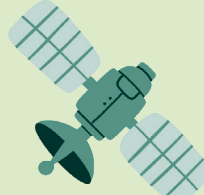
DRINKING
FOUNTAIN

Bottle Tokens are
no longer added to
the Gameboard



Build immediately on:
City
Beach

5

REMOTE
SENSING

Once built, this Structure
increases the effects of
"CLEAN-UP" Cards by 1



Build immediately on:
City
Factory

Player Aid Card. During your turn:

-  1. Draw 1 Card from the Events Deck and follow its instructions.
-  2. Resolve the effects of any Structures present on the Gameboard.
-  3. Play 1 or more Cards from your hand.
-  4. Check if any Organism Tokens must be removed from the Gameboard.
-  5. Draw Cards from your Deck until you have 3 Cards in your hand, then refill the Market to 5 Cards.

Player Aid Card. During your turn:

-  1. Draw 1 Card from the Events Deck and follow its instructions.
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