Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0
Minnow		*Minnow*		*Minnow*		*Minnow*	
	1/1		1/1		1/1		1/1

Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0

Minnow

Minnow

Minnow

Minnow

1/1

1/1

1/1

1/1

Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0
Minnow		*Minnow*		*Minnow*		*Minnow*	
	1/1		1/1		1/1		1/1

Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0
Minnow		*Minnow*		*Minnow*		*Minnow*	
	1/1		1/1		1/1		1/1

Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0
Minnow		*Minnow*		*Minnow*		*Minnow*	
	1/1		1/1		1/1		1/1

Smallfry	0	Smallfry	0	Smallfry	0	Smallfry	0

Minnow

Minnow

Minnow

Minnow

1/1

1/1

1/1

1/1

Smallmouth Bass	0	Smallmouth Bass	0	Smallmouth Bass	0	Smallmouth Bass	0

Bass

Bass

Bass

Bass

	1/3		1/3		1/3		1/3

Smallmouth Bass	0	Smurferfish	2	Bad Bass	1	Ol' Ripley	2
Bass		*Pufferfish...?*		*Bass*		*Bass*	
	1/3	Smurferfish may enter the pond as copy of any other fish, except its species is still *Pufferfish*.	1/4	Overkrill At the start of your turn, discard a card from your hand or chum Bad Bass	4/3	When Ol' Ripley enters the pond, choose a fish an opponent controls. It can't block this turn.	2/5

Largemouth Bass	2	Largemouth Bass	2	Largemouth Bass	2	Bassa Nova	1

Bass

Other Bass you control get +1/0 and deal have Overkrill *(If damage exceeds health of defending fish, roll over extra damage to defending player.)*

3/4

Bass

Other Bass you control get +1/0 and deal have Overkrill *(If damage exceeds health of defending fish, roll over extra damage to defending player.)*

3/4

Bass

Other Bass you control get +1/0 and deal have Overkrill *(If damage exceeds health of defending fish, roll over extra damage to defending player.)*

3/4

Bass

When Bassa Nova enters the pond, Sting 1 *(This fish deals 1 damage directly to an opponent's fish.)*

2/2

| Barracoola | 2 | Barracoola | 2 | Barracoola | 2 | Barracoola | 2 |

Pike

Overkrill
(If damage exceeds health of defending fish, roll over extra damage to defending player.)

3/2

Pike

Overkrill
(If damage exceeds health of defending fish, roll over extra damage to defending player.)

3/2

Pike

Overkrill
(If damage exceeds health of defending fish, roll over extra damage to defending player.)

3/2

Pike

Overkrill
(If damage exceeds health of defending fish, roll over extra damage to defending player.)

3/2

Coral Colony	2	Coral Colony	2	Lionfish	3	Lionfish	3

Coral Colony 2

Polyp

Coral Colony gets +1/+1 for each different name among the fish you control.
Coral Colony cannot be blocked by a fish with 2 or less power.

2/2

Coral Colony 2

Polyp

Coral Colony gets +1/+1 for each different name among the fish you control.
Coral Colony cannot be blocked by a fish with 2 or less power.

2/2

Lionfish 3

Angelfish

When Lionfish enters the pond, Sting 2
(This fish deals 2 damage directly to an opponent's fish)

4/3

Lionfish 3

Angelfish

When Lionfish enters the pond, Sting 2
(This fish deals 2 damage directly to an opponent's fish)

4/3

| Coral Colony | 2 | Coral Colony | 2 | Lionfish | 3 | Lionfish | 3 |

Coral Colony — 2

Polyp

Coral Colony gets +1/+1 for each different name among the fish you control.
Coral Colony cannot be blocked by a fish with 2 or less power.

2/2

Coral Colony — 2

Polyp

Coral Colony gets +1/+1 for each different name among the fish you control.
Coral Colony cannot be blocked by a fish with 2 or less power.

2/2

Lionfish — 3

Angelfish

When Lionfish enters the pond, Sting 2
(This fish deals 2 damage directly to an opponent's fish)

4/3

Lionfish — 3

Angelfish

When Lionfish enters the pond, Sting 2
(This fish deals 2 damage directly to an opponent's fish)

4/3

Damage Sponge	1	Damage Sponge	1	Blowfish	1	Blowfish	1

Polyp

Squeaky Clean – When Damage Sponge enters the pond, remove two damage from another card

2/1

Polyp

Squeaky Clean – When Damage Sponge enters the pond, remove two damage from another card

2/1

Pufferfish

When Blowfish enters the pond, Sting 1
(This fish deals 1 damage directly to an opponent's fish)

1/3

Pufferfish

When Blowfish enters the pond, Sting 1
(This fish deals 1 damage directly to an opponent's fish)

1/3

Collin Polyp	1	Jackson Polyp	2	Polyp Spawn		Polyp Spawn	

Schoolfish

When defeated, spawn a 1/1 Polyp token

3/1

Schoolfish

Performance Art – At the end of your turn, roll a D6. On 1, nothing happens. On a 2 through 5 spawn a 1/1 Polyp token. On a 6, spawn A 2/2 Polyp token

2/2

Schoolfish

(Spawn cannot be used for chum)

1/1

Schoolfish

(Spawn cannot be used for Chum)

2/4

Collin Polyp	1	Polyp Spawn		Polyp Spawn		Bassa Nova	1

Collin Polyp — 1

Schoolfish

When defeated, spawn spawn a 1/1 Polyp token

3/1

Polyp Spawn

Schoolfish

(Spawn cannot be used for chum)

1/1

Polyp Spawn

Schoolfish

(Spawn cannot be used for chum)

1/1

Bassa Nova — 1

Bass

When Bassa Nova enters the pond, Sting 1
(This fish deals 1 damage directly to an opponent's fish.)

2/2

Gorillafish	1	Slap Bass	0	Microplaster		Slap Bass	1

Pike

When Gorilla is dealt damage, Sting 2 *(This fish deals 2 damage directly to an opponent's fish)*

3/2

Bass

When you draft Slap Bass, reveal it and slap it onto the table. Each player has five seconds to make their next pick, or drafts their next card randomly

2/1

Flotsam

When you draft Microplaster, reveal it. Then the player to your right and left each select a species type

Destroy any fish that isn't one of the chosen species

Bass

When you draft Slap Bass, reveal it and slap it onto the table. Each player has five seconds to make their next pick, or drafts their next card randomly

2/1

Gorillafish	1	Slap Bass	0	Salvageable Salvage	Salvageable Salvage

Pike

When Gorilla is dealt damage, Sting 2 *(This fish deals 2 damage directly to an opponent's fish)*

3/2

Bass

When you draft Slap Bass, reveal it and slap it onto the table. Each player has five seconds to make their next pick, or drafts their next card randomly

2/1

Flotsam

Draw one card from your deck and a Smallfry card.

This man's trash is another man's problem

Flotsam

Draw one card from your deck and a Smallfry card.

This man's trash is another man's problem

Salvageable Salvage	Salvageable Salvage	Salvageable Salvage	Smallmouth Bass	0
Flotsam	*Flotsam*	*Flotsam*	*Bass*	
Draw one card from your deck and a Smallfry card.	Draw one card from your deck and a Smallfry card.	Draw one card from your deck and a Smallfry card.		
This man's trash is another man's problem	*This man's trash is another man's problem*	*This man's trash is another man's problem*		1/3

Gorillafish	1	Angler Fish	3	Angler Fish	3	Bassa Nova	1

Pike

When Gorilla is dealt damage, Sting 2 (*This fish deals 2 damage directly to an opponent's fish*)

3/2

When Angler Fish enters the pond, choose an opponent's fish that must block when Angler Fish attacks. Add +2 damage to Angler Fish for that turn.

3/1

When Angler Fish enters the pond, choose an opponent's fish that must block when Angler Fish attacks. Add +2 damage to Angler Fish for that turn.

3/1

Bass

When Bassa Nova enters the pond, Sting 1 (This fish deals 1 damage directly to an opponent's fish.)

2/2

Teal Eel	0	Teal Eel	0	Feels Eel	1	Feels Eel	1

Eel

At the start of your turn, take 1 damage.

3/1

Eel

At the start of your turn, take 1 damage.

3/1

Eel

When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Eel

When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Piker Gang	2	Pike Salvo	3	Piker Gang	2	Feels Eel	1

Piker Gang — 2

Pike Salvo — 3

Piker Gang — 2

Feels Eel — 1

Pike

Pike

Pike

Bass

Piker Gang
Whenever another Pike dies during your turn, Sting 1
(You also get to sting if you chummed the Pike that died)

2/4

Pike Salvo
Overkrill
(If damage exceeds health of defending fish, roll over extra damage to defending player.)
At the end of your turn, chum Pike Salvo

7/2

Piker Gang
Whenever another Pike dies during your turn, Sting 1
(You also get to sting if you chummed the Pike that died)

2/4

Feels Eel
When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Shrimp Peddler	1	Pike Peddler	1	Bass Peddler	1	Polyp Peddler	1

Shrimp

When Shrimp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Pike

When Pike Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Bass

When Bass Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Bass

When Polyp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Shrimp Peddler	1	Pike Peddler	1	Bass Peddler	1	Polyp Peddler	1

Shrimp

When Shrimp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Pike

When Pike Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Bass

When Bass Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Bass

When Polyp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Shrimp Peddler	1	Pike Peddler	1	Bass Peddler	1	Polyp Peddler	1

Shrimp Peddler — 1

Shrimp

When Shrimp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Pike Peddler — 1

Pike

When Pike Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Bass Peddler — 1

Bass

When Bass Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Polyp Peddler — 1

Bass

When Polyp Peddler enters the pond, draw either a Smallfry card or a card from your deck

2/2

Piker Gang	2	Shrimp Jockey	1	Shrimp Jockey	1	Feels Eel	1

Pike

Whenever another Pike dies during your turn, Sting 1 *(You also get to sting if you chummed the Pike that died)*

2/4

Shrimp

If you control exactly two different species of fish, shrimp jockey gets +1/+1

3/2

Shrimp

If you control exactly two different species of fish, shrimp jockey gets +1/+1

3/2

Bass

When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Soup Can	Shrimp Lackey	0	Shrimp Lackey	0	Shrimp Lackey	0

Flotsam

Deal 2 damage directly to an opponent's fish.

"If you can dodge a can, you can dodge a Bass" – Ol' Ripley

Shrimp

When shrimp lackey dies, draw a Smallfry card

"No previous work experience, no references, violent temper... Let's give her a job!" – Don Tempura

1/1

Shrimp

When shrimp lackey dies, draw a Smallfry card

"No previous work experience, no references, violent temper... Let's give her a job!" – Don Tempura

1/1

Shrimp

When shrimp lackey dies, draw a Smallfry card

"No previous work experience, no references, violent temper... Let's give her a job!" – Don Tempura

1/1

Don Tempura	6	Shrimp Lackey	0	Piker Gang	2	Feels Eel	1

Shrimp

For every Shrimp in your discard pile, subtract 1 from Don Tempura's card cost.

5/5

Shrimp

When shrimp lackey dies, draw a Smallfry card

"No previous work experience, no references, violent temper... Let's give her a job!"
- Don Tempura

1/1

Pike

Whenever another Pike dies during your turn, Sting 1 *(You also get to sting if you chummed the Pike that died)*

2/4

Bass

When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Dr. Bob	1+	Shrimp Lackey	0	Piker Gang	2	Feels Eel	1

Dr. Bob — Pike

When entering the pond, every fish chummed after the first adds +2/+2 to Dr. Bob's stats.

"The last guy to go fishing for him washed up on the beach with a hook in his mouth" – Collin Polyp

2/1

Shrimp Lackey — Shrimp

When shrimp lackey dies, draw a Smallfry card

"No previous work experience, no references, violent temper... Let's give her a job!" – Don Tempura

3/1

Piker Gang — Pike

Whenever another Pike dies during your turn, Sting 1 *(You also get to sting if you chummed the Pike that died)*

2/4

Feels Eel — Bass

When Feels Eel enters the pond, draw a Smallfry and take 1 damage.

2/2

Whitman's Boot	Whitman's Boot	Soup Can	Soup Can
Flotsam	*Flotsam*	*Flotsam*	*Flotsam*
O' Captain O' Captain– If a card has died in the last turn, play Whitman's Boot and add their base stamina to all each of your fish. Must be played after a card has died last turn.	*O' Captain O' Captain*– If a card has died in the last turn, play Whitman's Boot and add their base stamina to each of your fish. Must be played after a card has died last turn.	Deal 2 damage directly to an opponent's fish. *"If you can dodge a can, you can dodge a Bass"* – Ol' Ripley	Deal 2 damage directly to an opponent's fish. *"If you can dodge a can, you can dodge a Bass"* – Ol' Ripley

1873, Winchester Lever Rifle

Flotsam

Flip a coin, if tails, remove an opponent's fish from play.

Transposition Tube

Flotsam

When played, you may put a fish card in your hand directly into play. They can attack first turn.

Transposition Tube

Flotsam

When played, you may put a fish card in your hand directly into play. They can attack first turn.

Soup Can

Flotsam

Deal 2 damage directly to an opponent's fish.

"If you can dodge a can, you can dodge a Bass" – Ol' Ripley

Hay Maker	Hay Maker	Microplaster	Salvageable Salvage
Flotsam	*Flotsam*	*Flotsam*	*Flotsam*
Destroy any fish an opponent controls. Hay Maker deals damage to you equal to that fish's remaining health	Destroy any fish an opponent controls. Hay Maker deals damage to you equal to that fish's remaining health	When you draft Microplaster, reveal it. Then the player to your right and left each select a species type Destroy any fish that isn't one of the chosen species	Draw one card from your deck and a Smallfry card. *This man's trash is another man's problem*