

event



### Dog park

Place token at any city.  
One additional pollutant is added from this card.

event



### Agricultural intensification

Place token at every agricultural card.  
One additional pollutant is added from each agricultural card every turn.

event



### Business as usual

All normal rules apply.

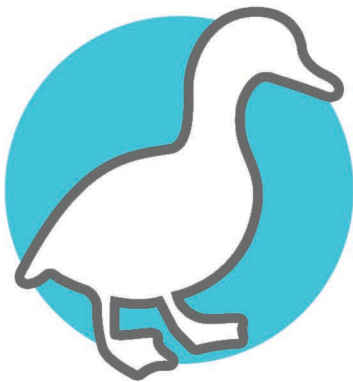
event



### Extreme drought

Pollutants do not move this turn.

event



### Feeding ducks

Flip one clear lake to the turbid state.

event



### Heatwave

Pollutant load from all sources is multiplied by 1.5 this turn.





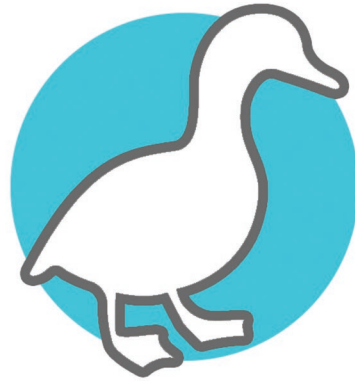
event



### Agricultural intensification

Place token at every agricultural card.  
One additional pollutant is added from each agricultural card every turn.

event



### Feeding ducks

Flip one clear lake to the turbid state.

event



### Extreme drought

Pollutants do not move this turn.

event



### Extreme rainfall

Pollutants move two catchment cards this turn,  
sewage overflow occurs.

event



### Dog park

Place token at any city.  
One additional pollutant is added from this card.





event



**Business  
as usual**

All normal rules apply.

event



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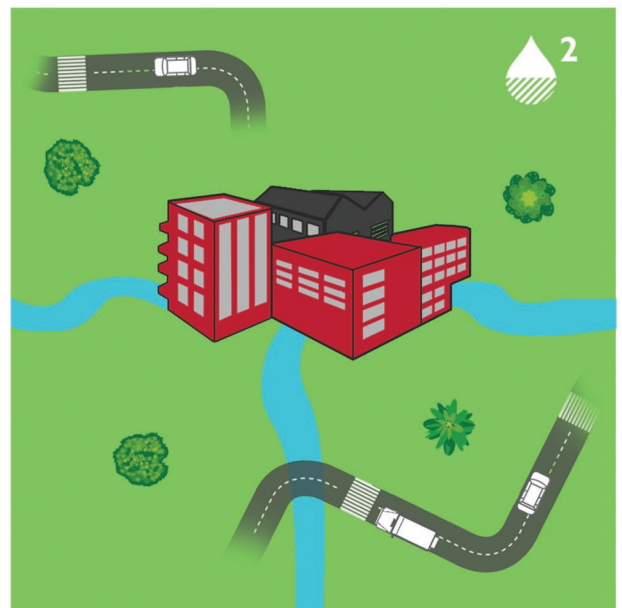
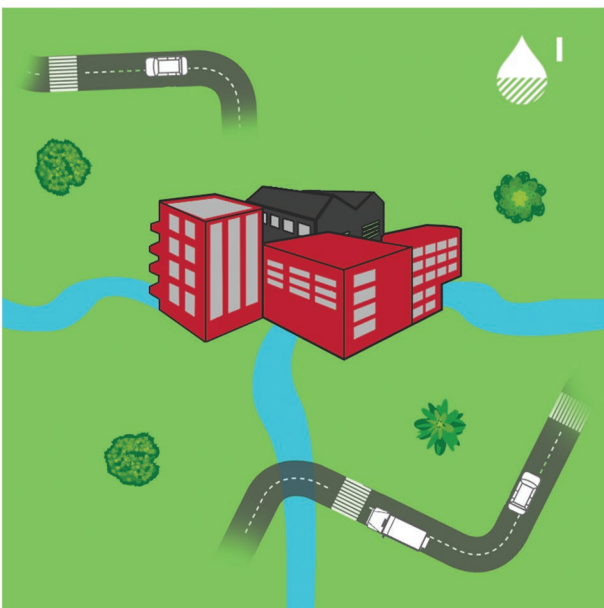
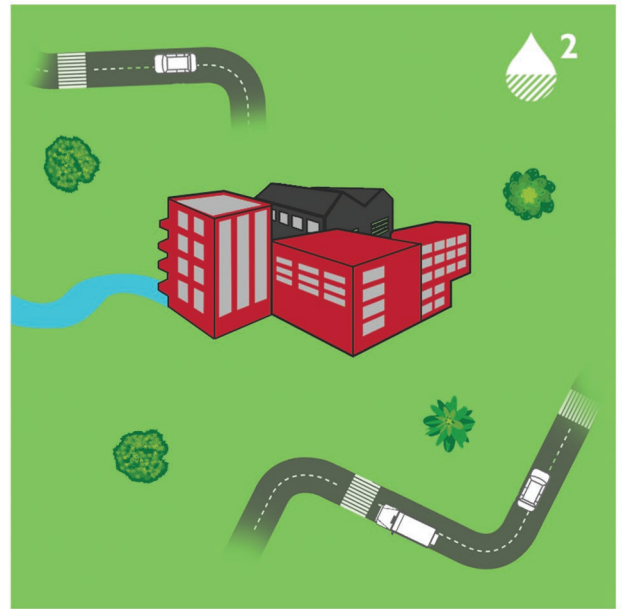


**Business  
as usual**

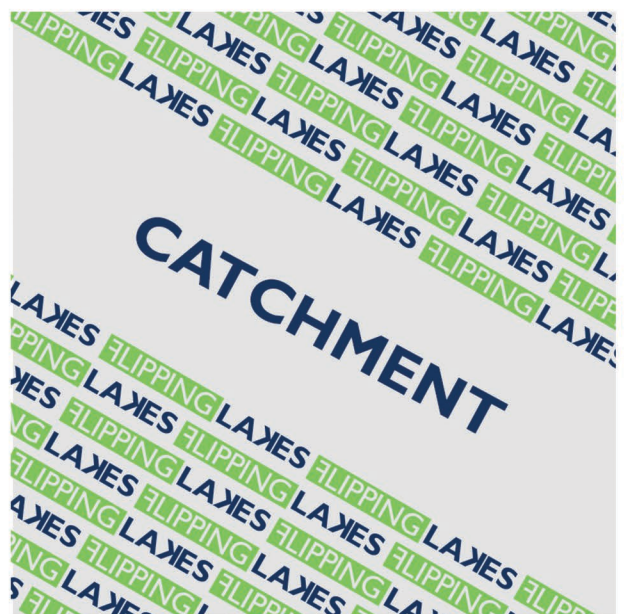
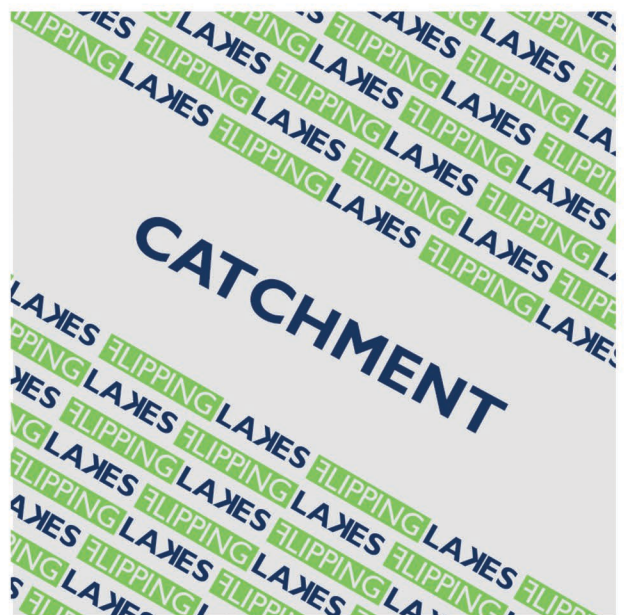
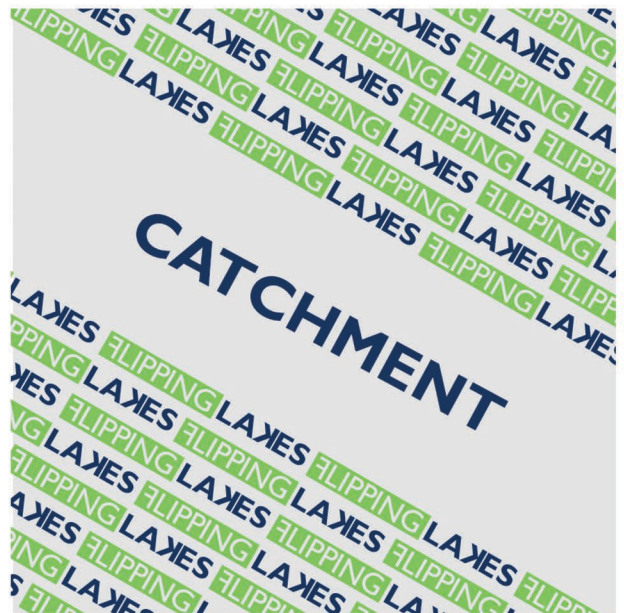
All normal rules apply.



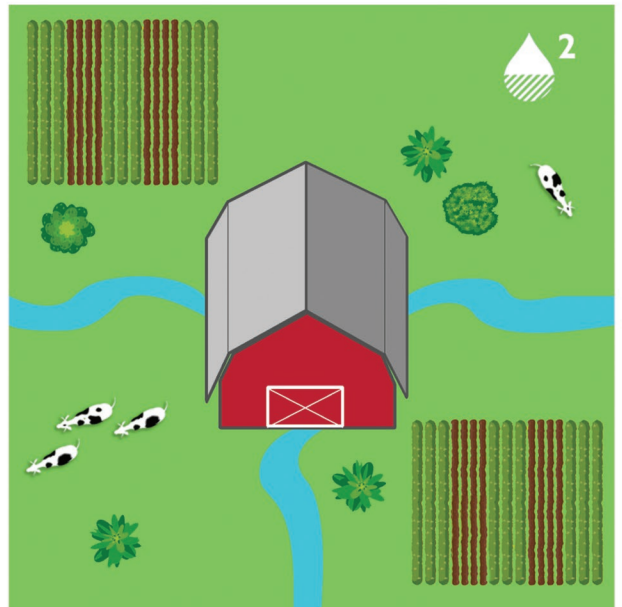
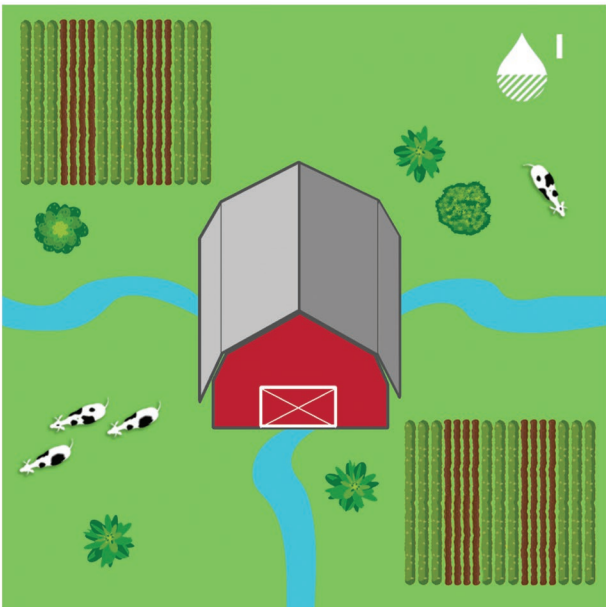
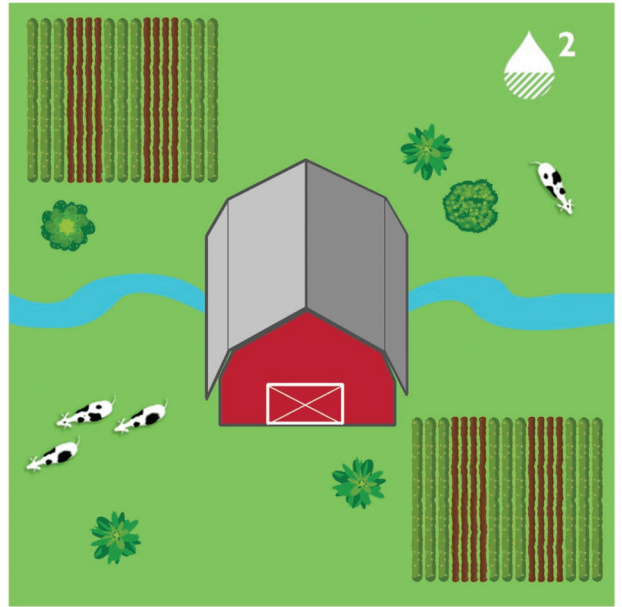
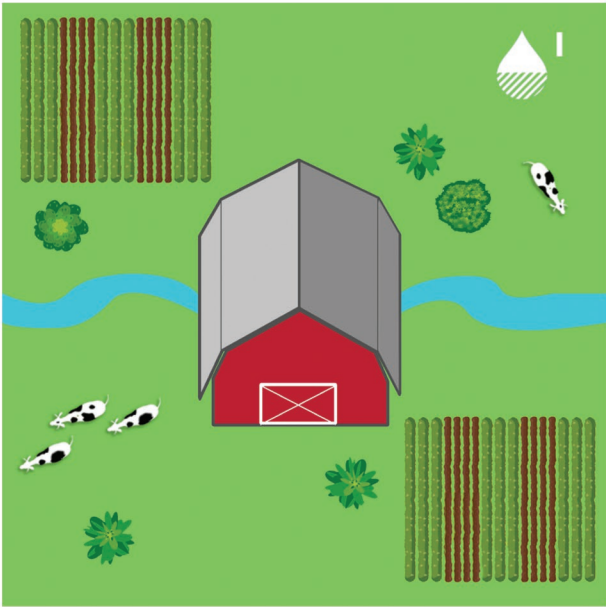
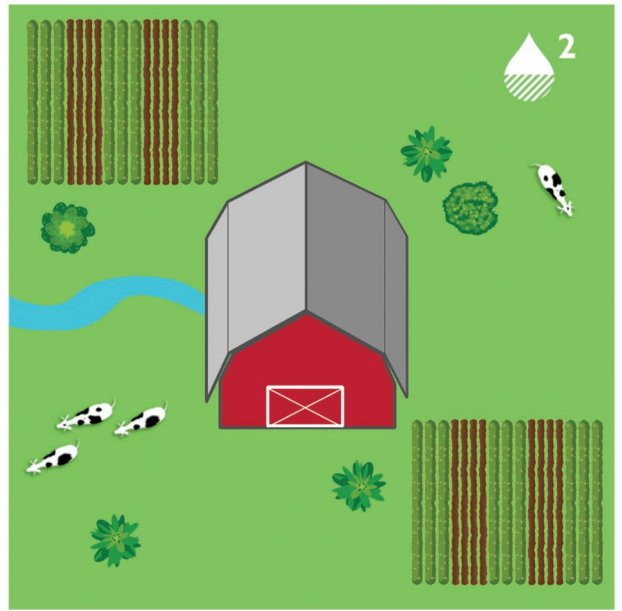
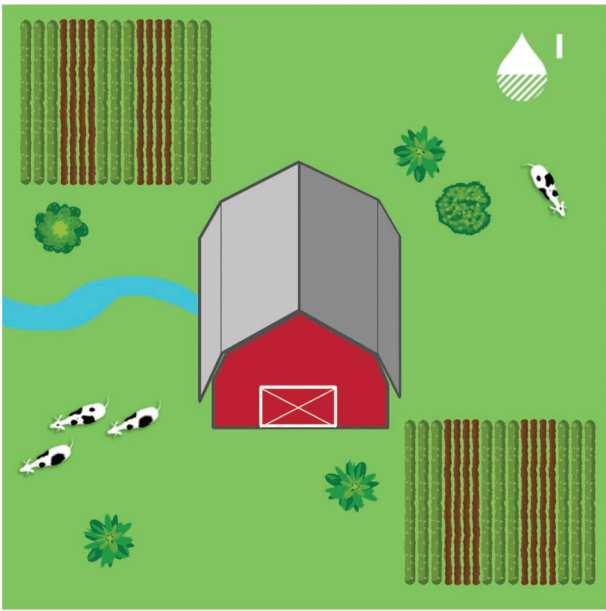




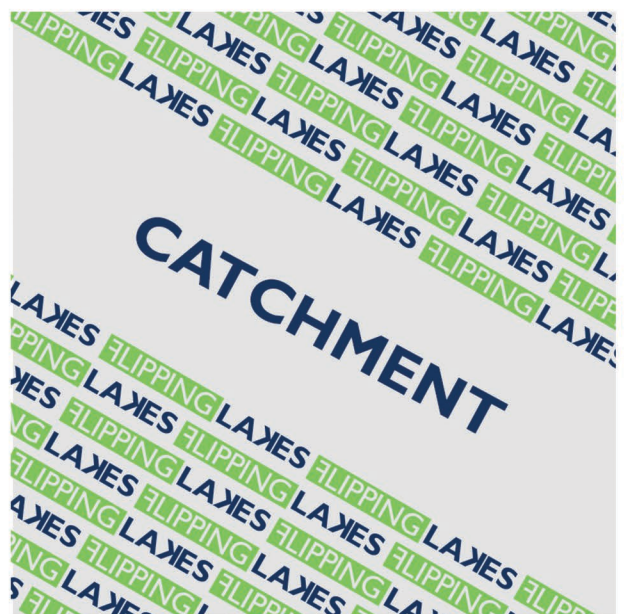
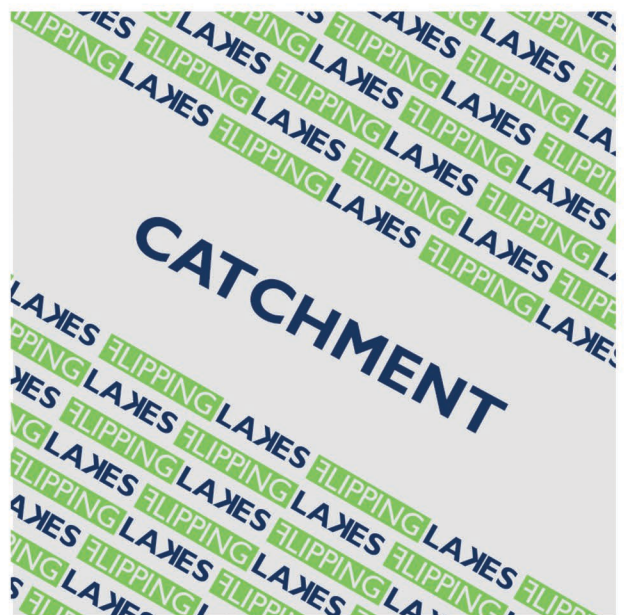
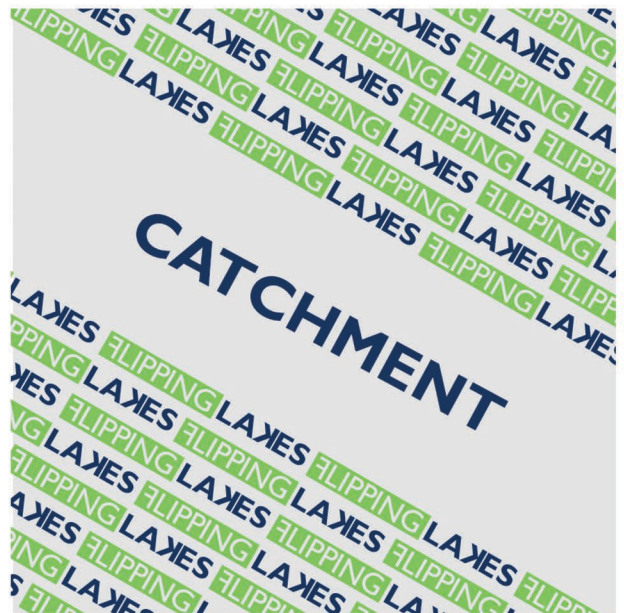




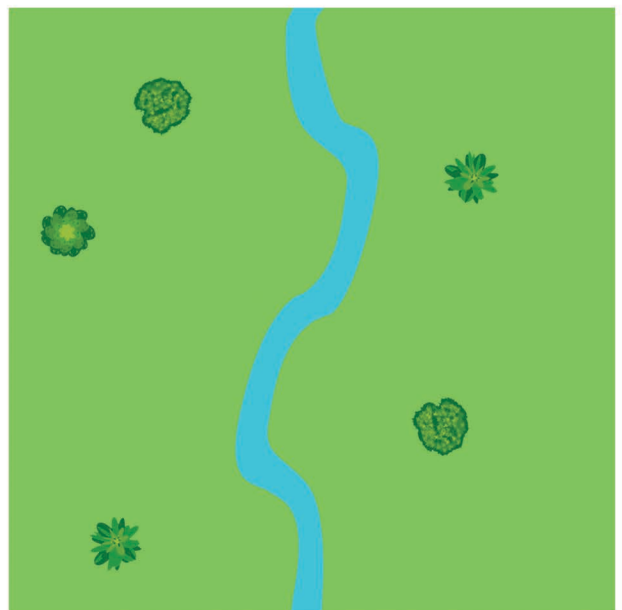
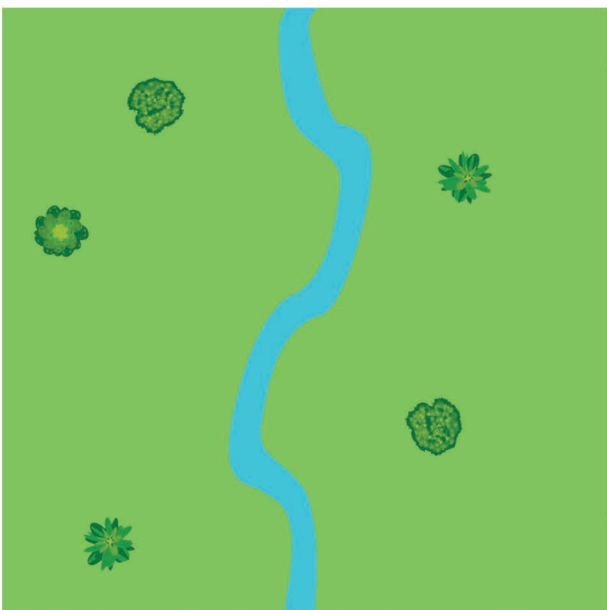
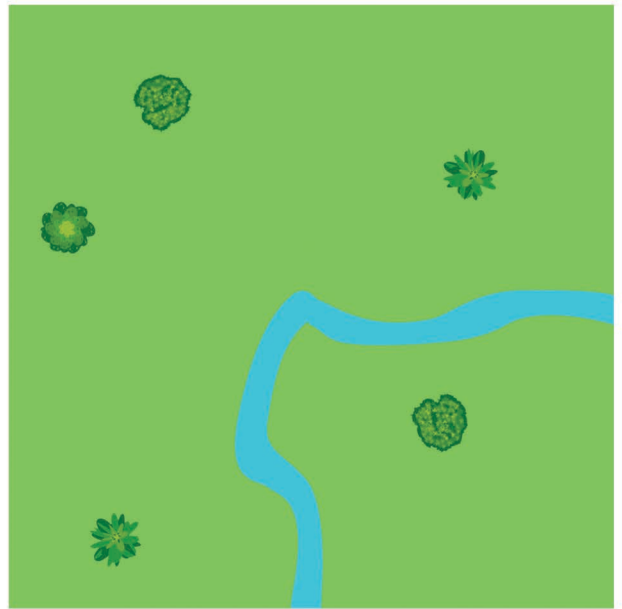
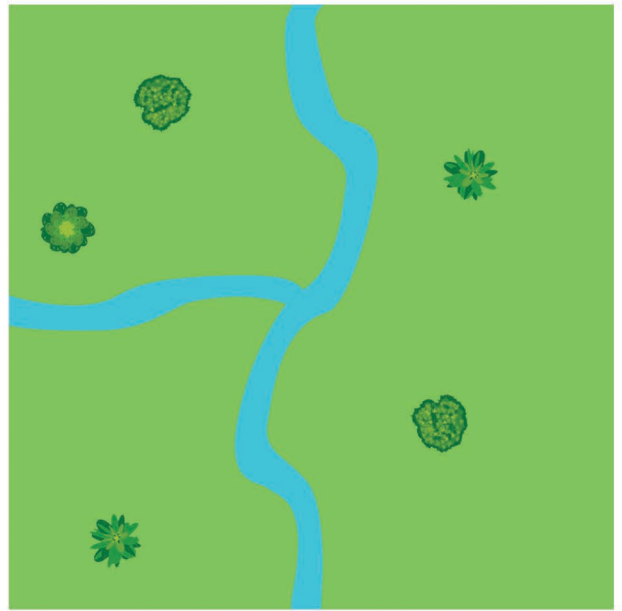
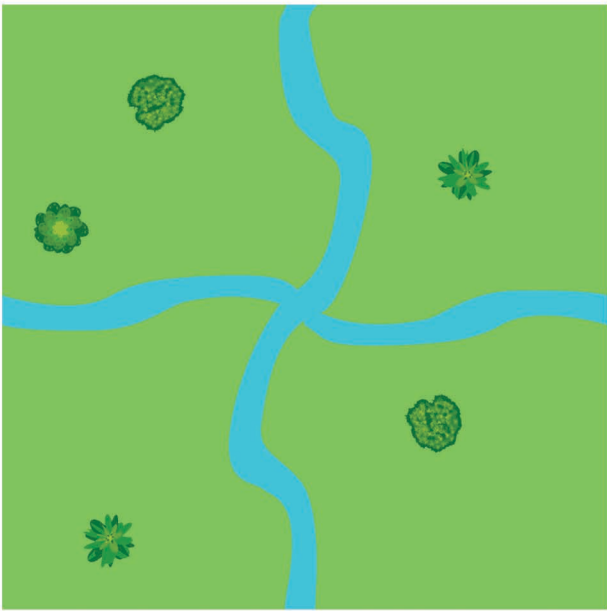


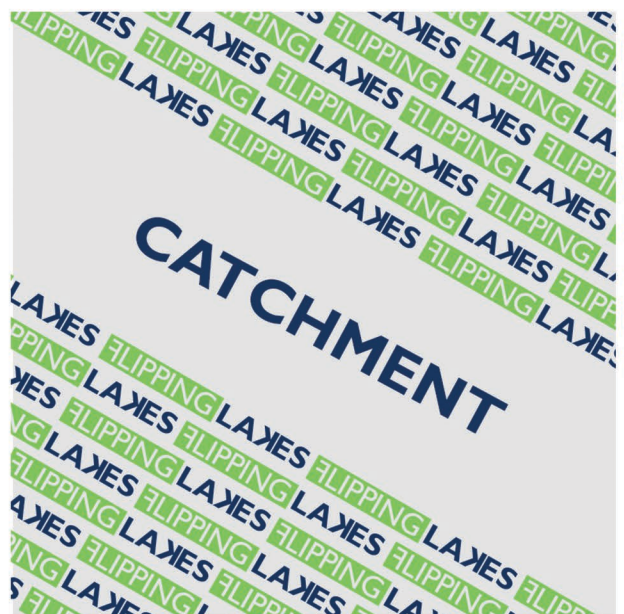
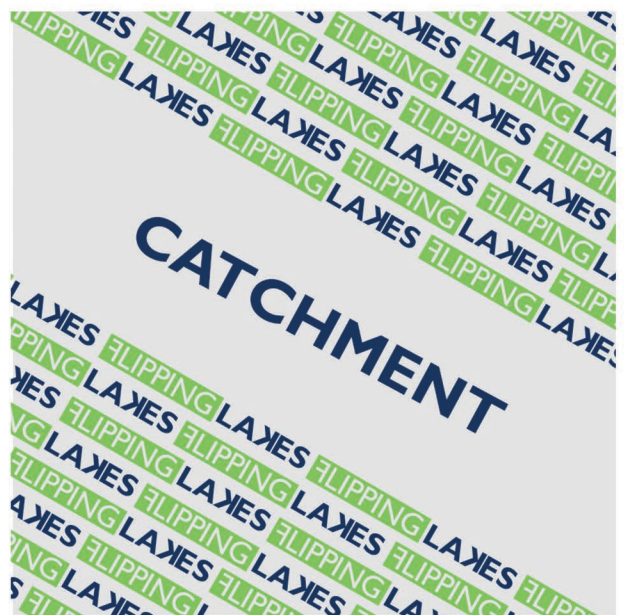
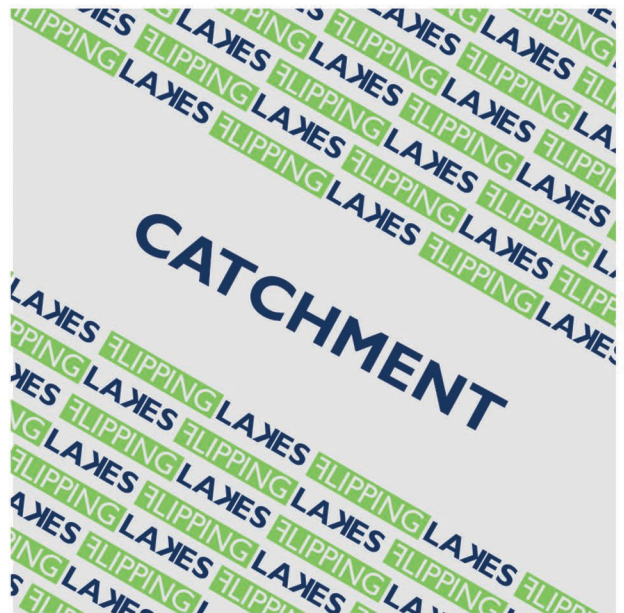




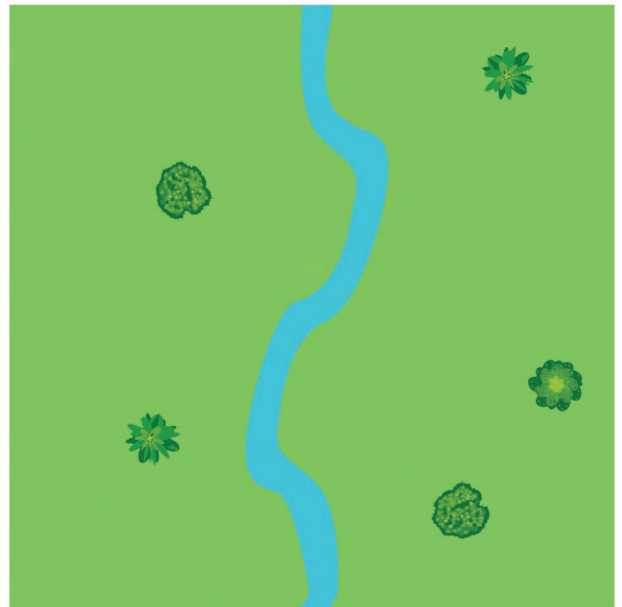
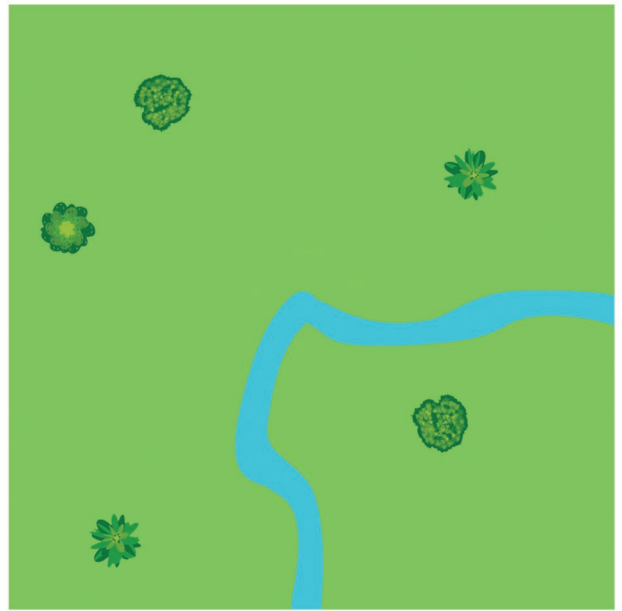


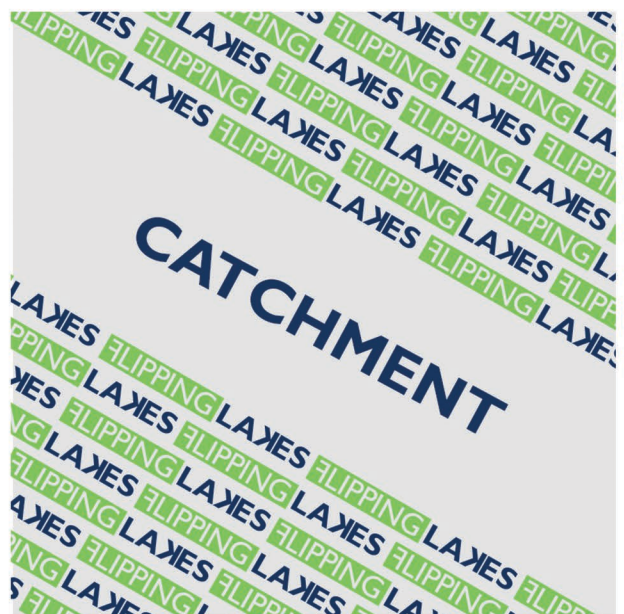
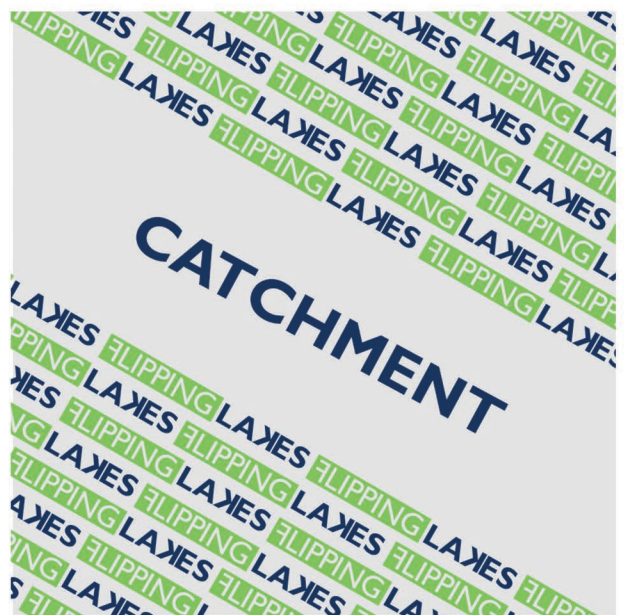
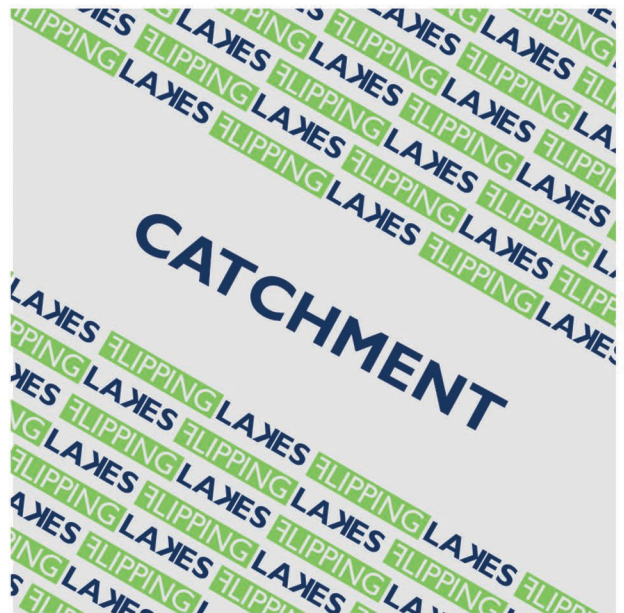
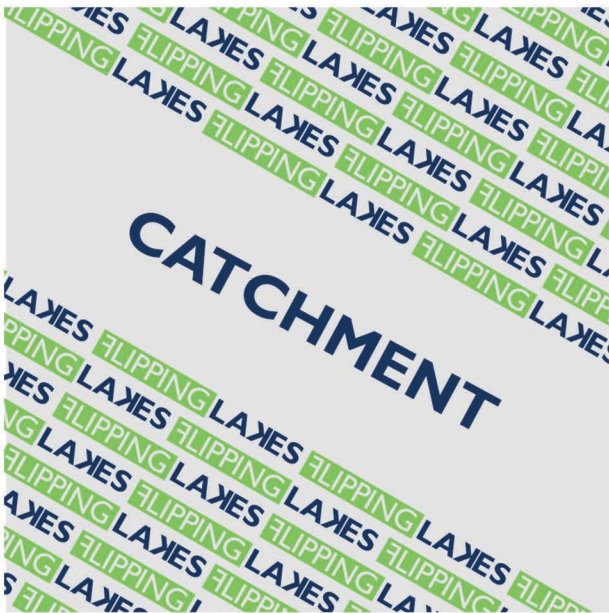












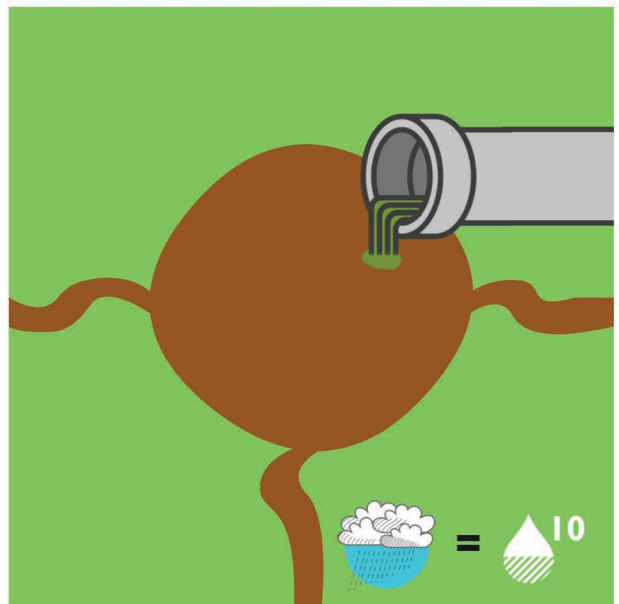
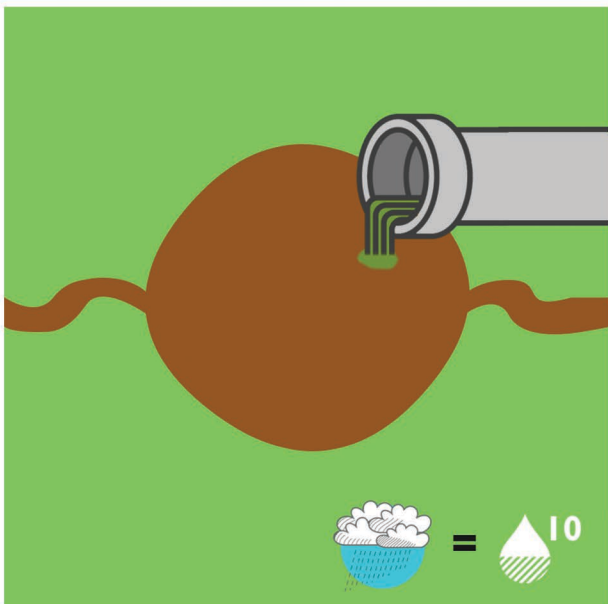
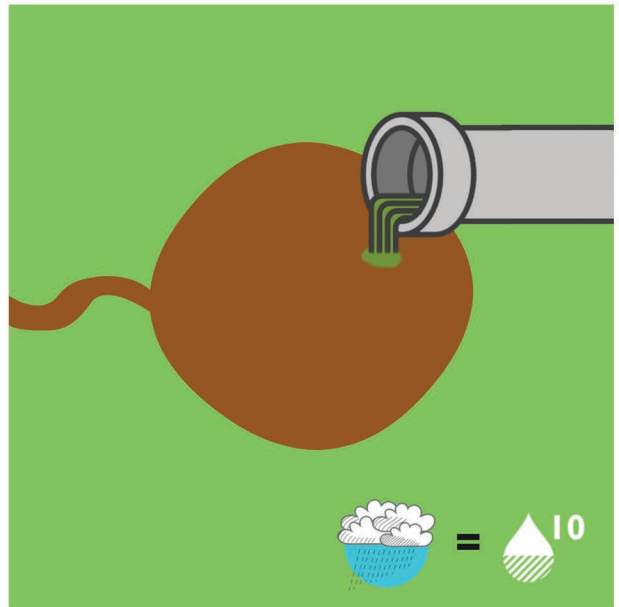


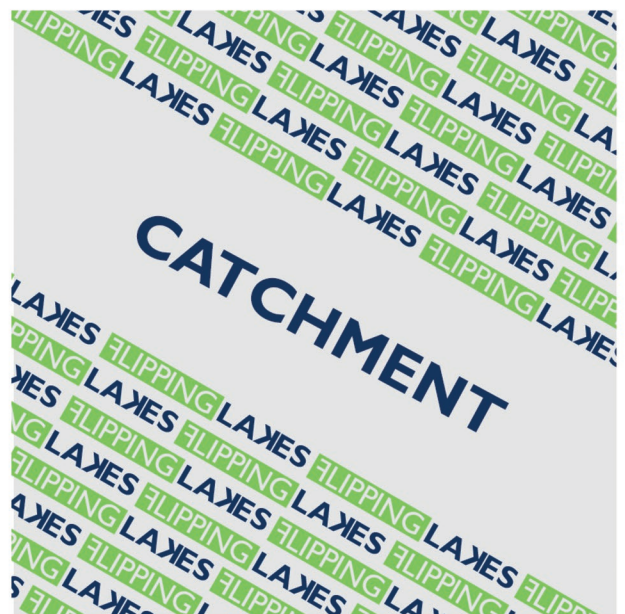
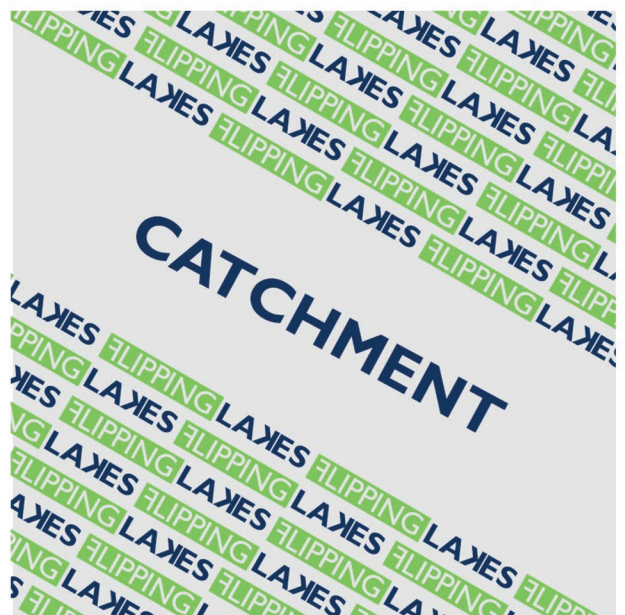
event



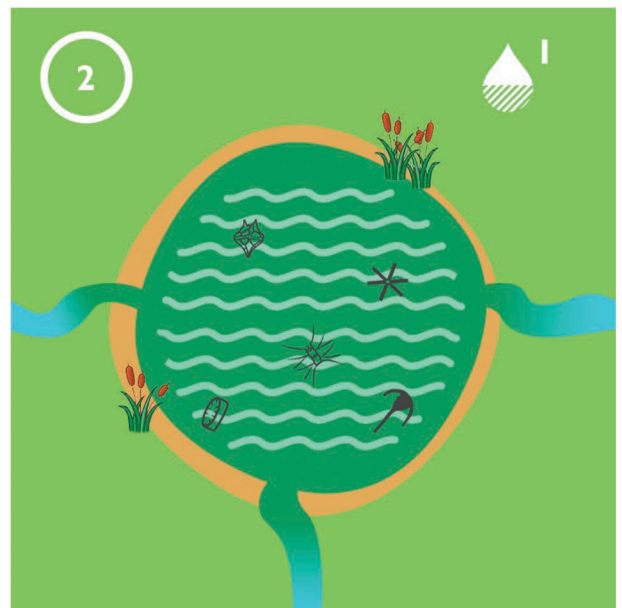
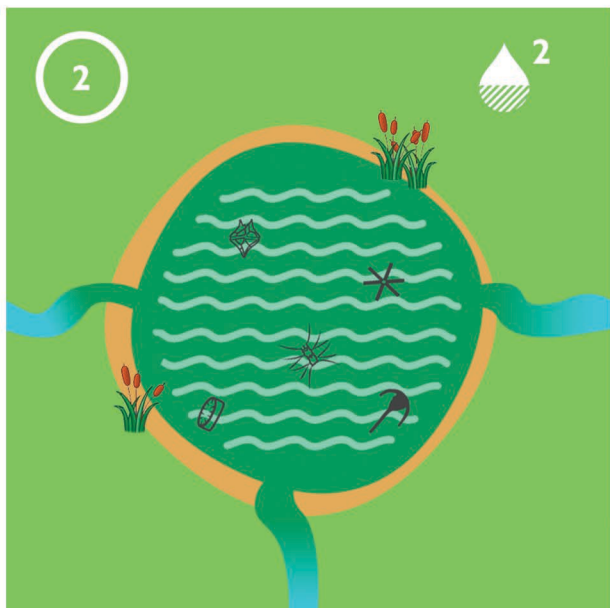
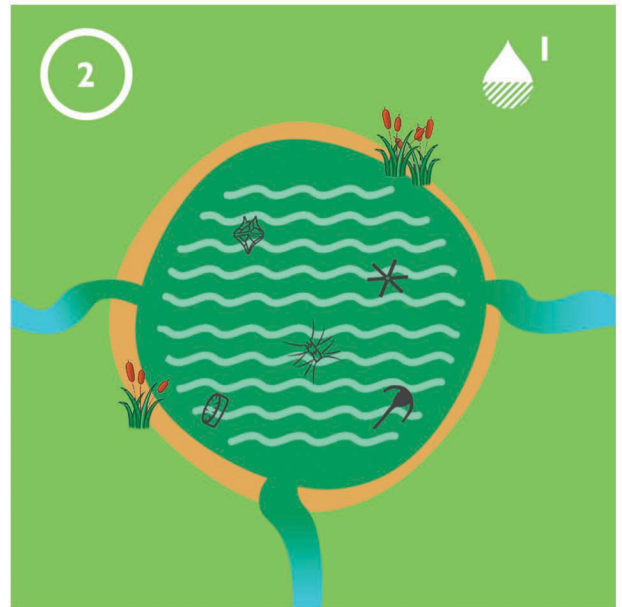
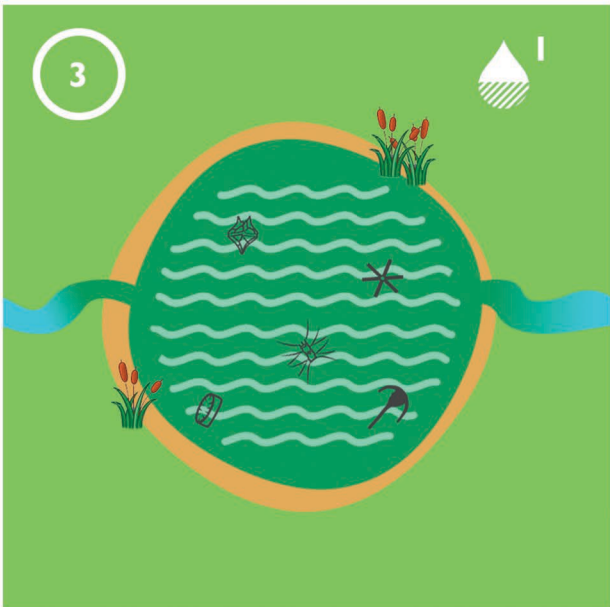
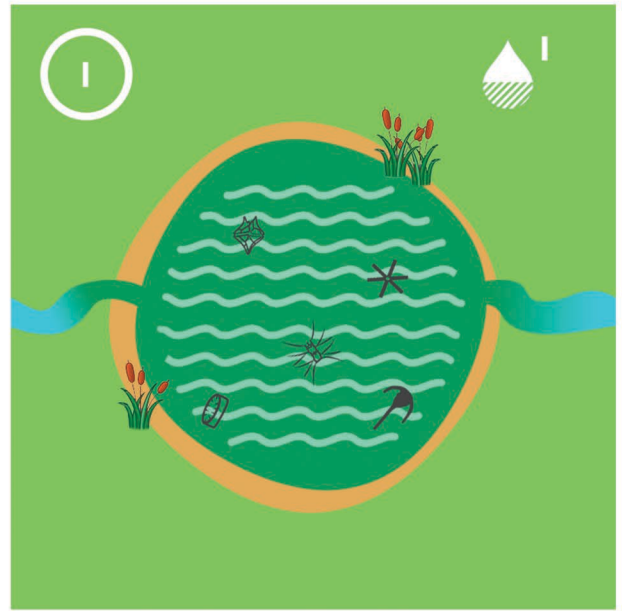
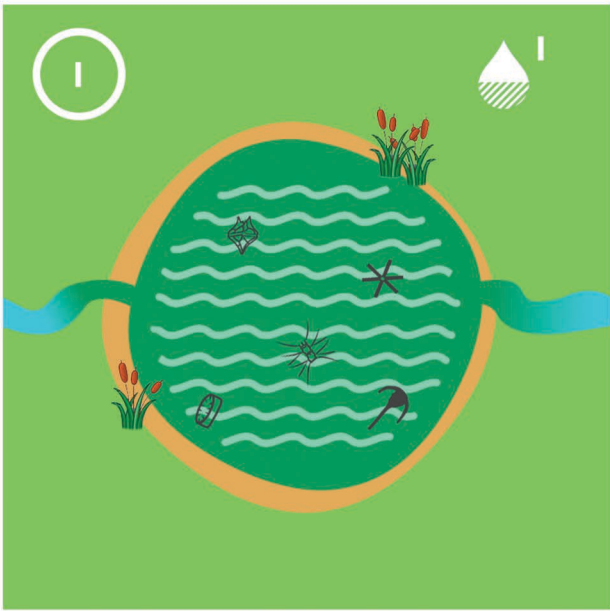
### Extreme rainfall

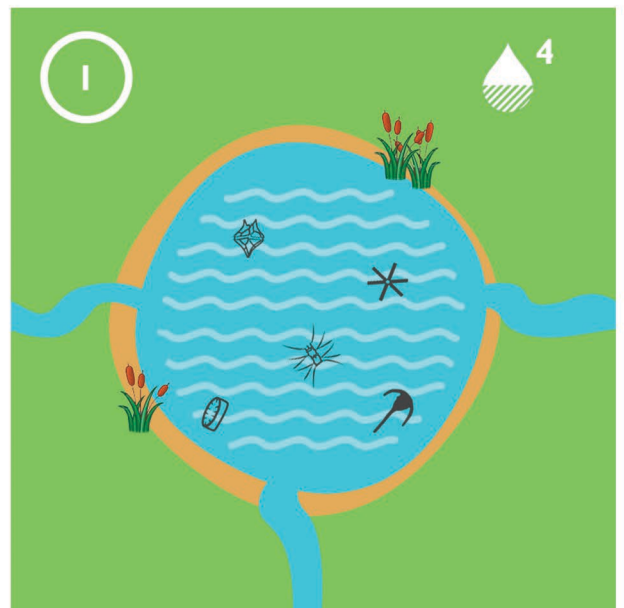
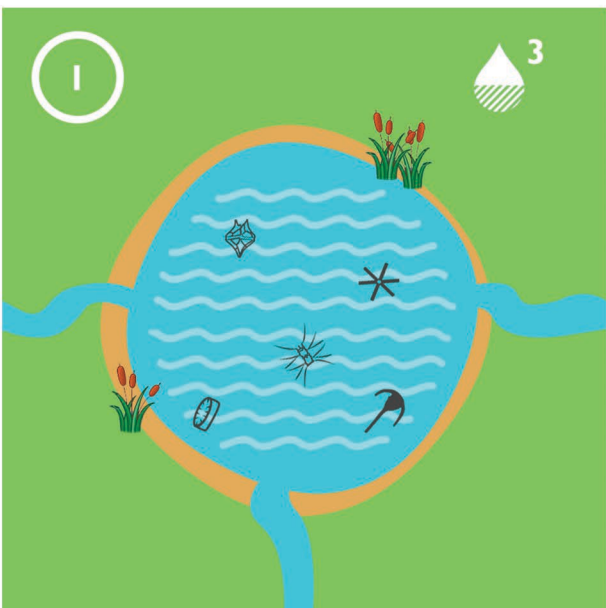
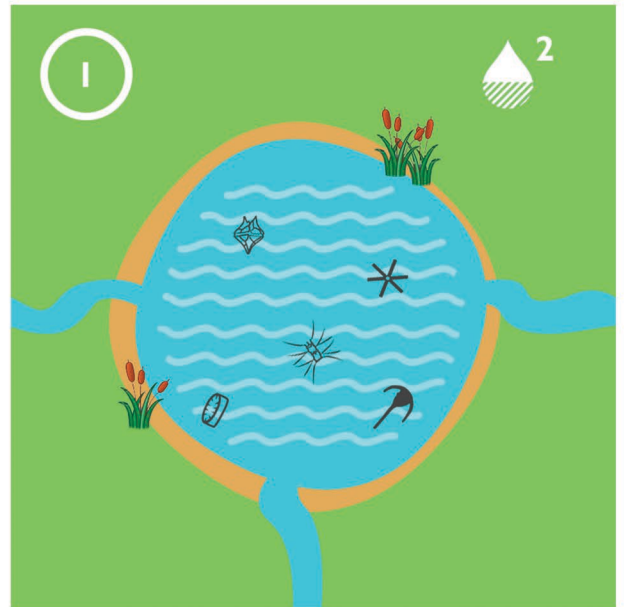
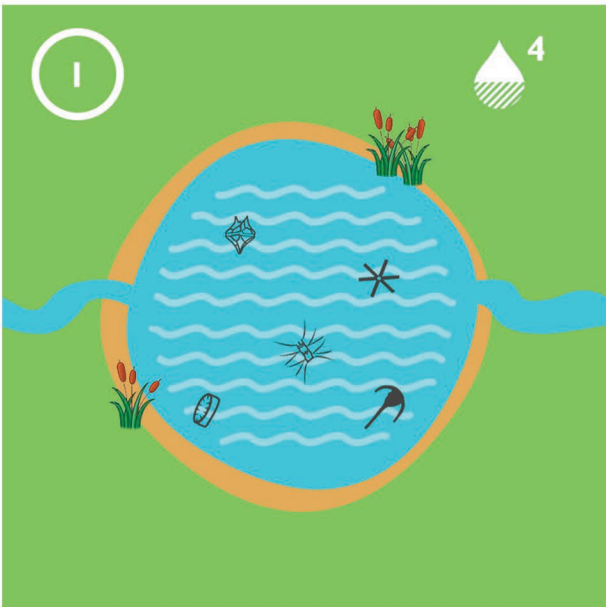
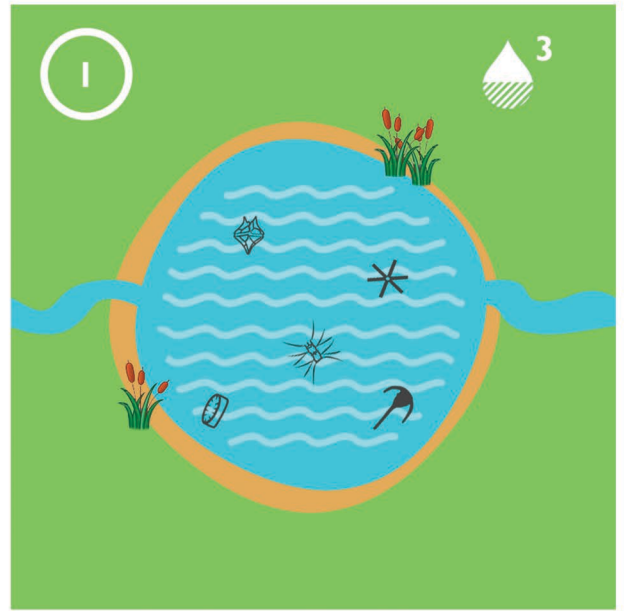
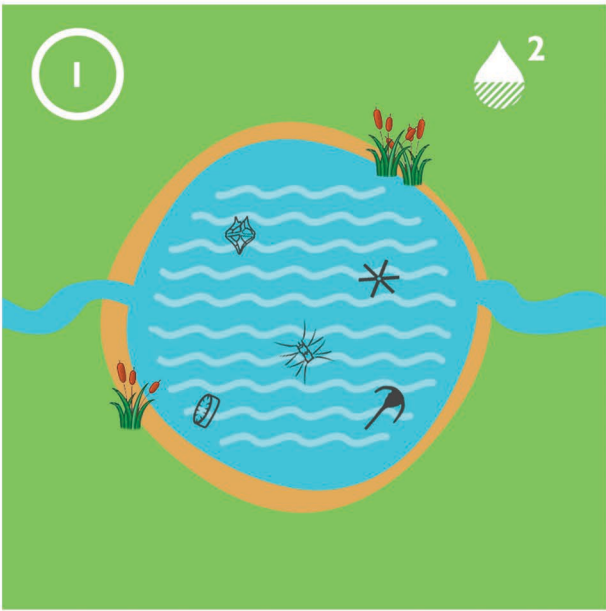
Pollutants move two catchment cards this turn, sewage overflow occurs.







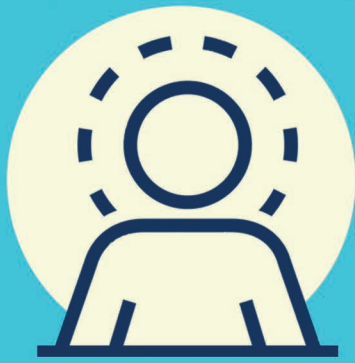






measure

A<sup>2</sup>

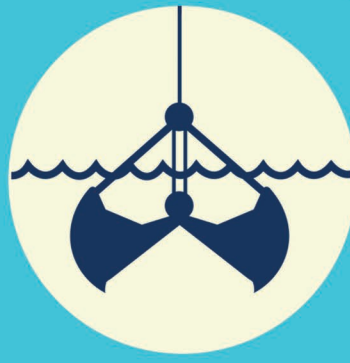


### Increase public awareness

Place token on city to reduce pollution by one.  
Place it on lake to avoid pollution from ducks or dogs.

measure

A<sup>8</sup>



### Dredging

Remove all pollutants from one lake card.

measure

A<sup>6</sup>



### Increase water storage capacity

Place token on any catchment card.  
Pollutants are held there for one extra turn.

measure

A<sup>5</sup>



### Dam

Place token on any catchment card.  
Water movement will be blocked  
until extreme rainfall occurs.

measure

A<sup>9</sup>



### Agricultural legislation

Place token at every agricultural card.  
Agricultural cards produce  
one pollutant every turn.

measure

A<sup>3</sup>



### Bank filtration

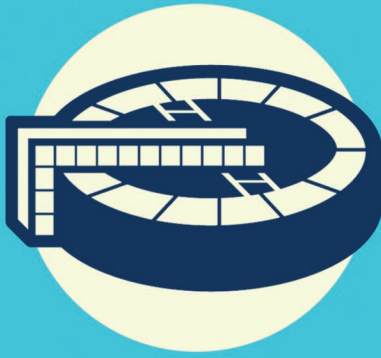
Place token on any catchment card.  
Every turn it will remove one pollutant there.





measure

A 10



## Water treatment plant

Place token on any catchment card.  
Remove 8 pollutants from the  
catchment card every turn.

measure

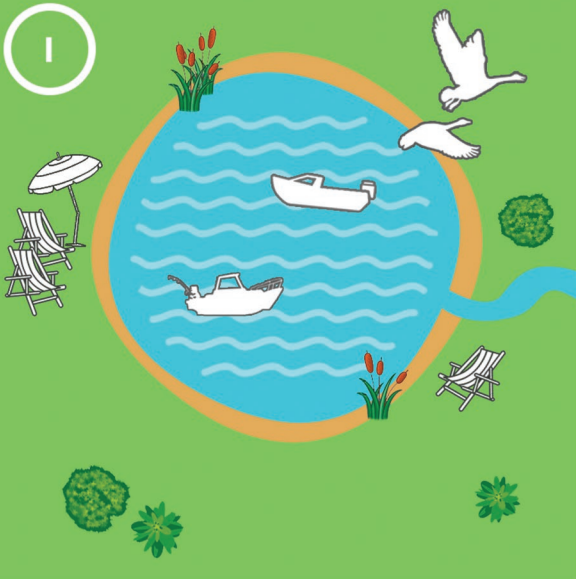
A 1



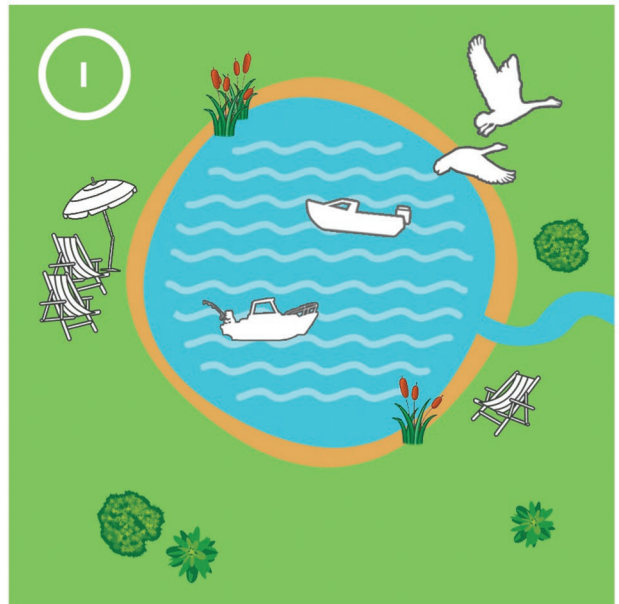
## Predictive model

View the event card for next turn.  
These cards cannot be stacked.

I




I



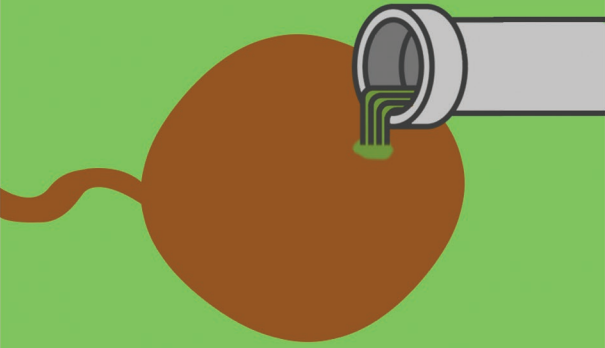






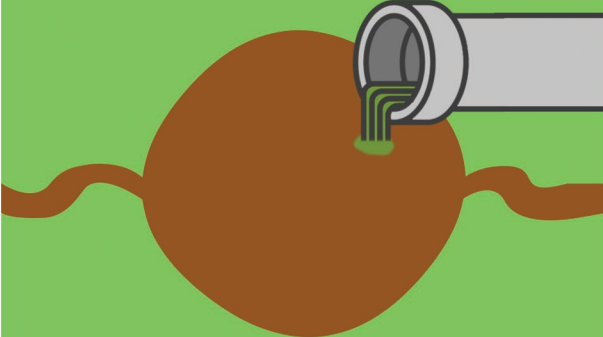
measure **A**<sup>3</sup>





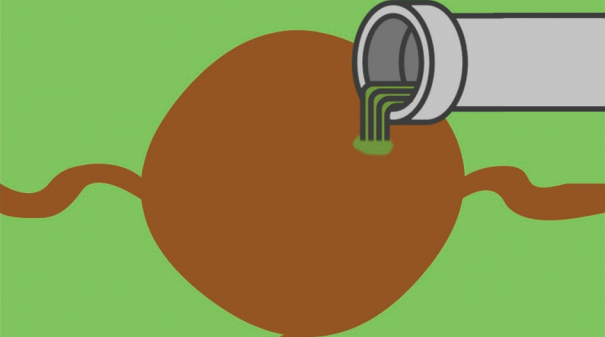
**Sediment capping**  
Place token on any lake card.  
Pollution load from a turbid lake is stopped.





 =  10



 =  10



 =  10



