

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.

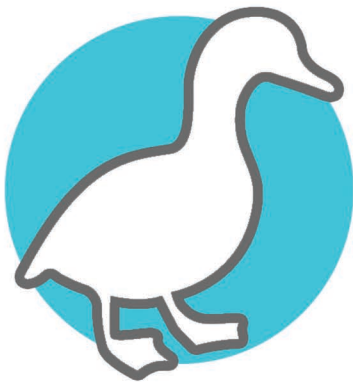
event



Extreme drought

Pollutants do not move this turn.

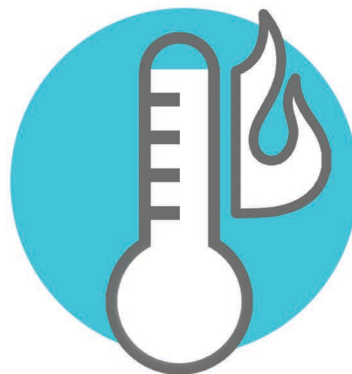
event



Feeding ducks

Flip one clear lake to the turbid state.

event



Heatwave

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



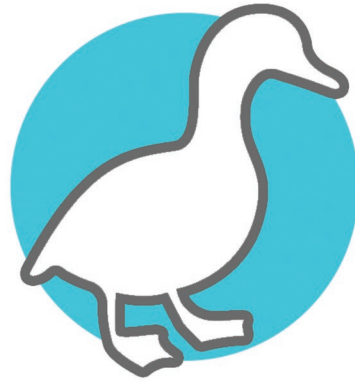
event



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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.

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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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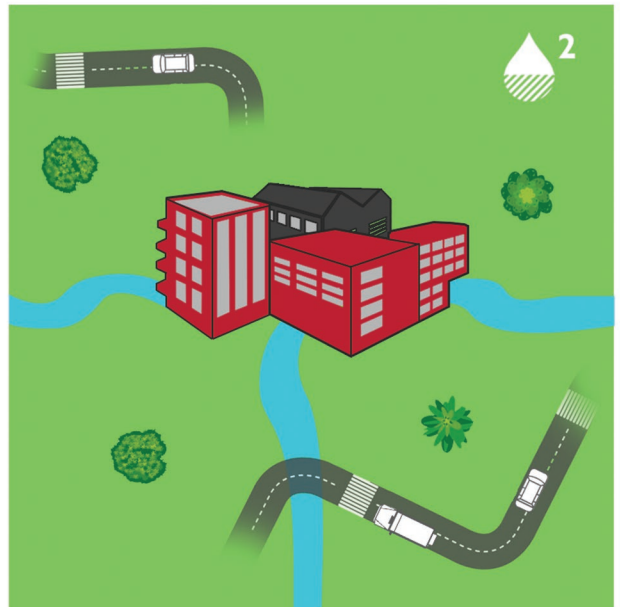
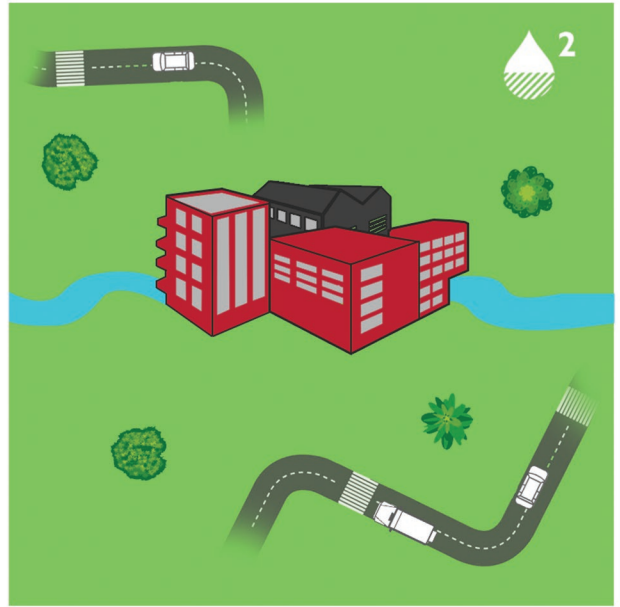
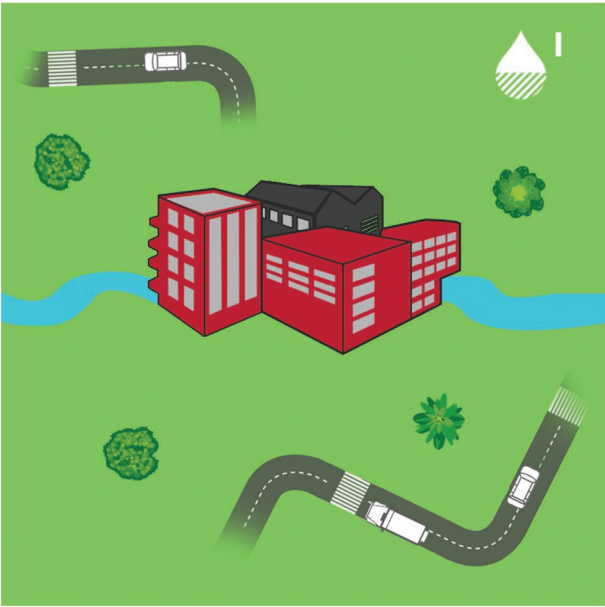
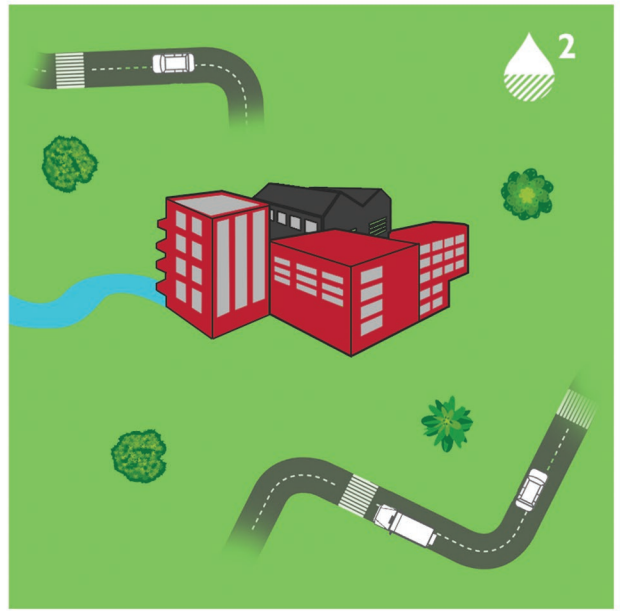
event

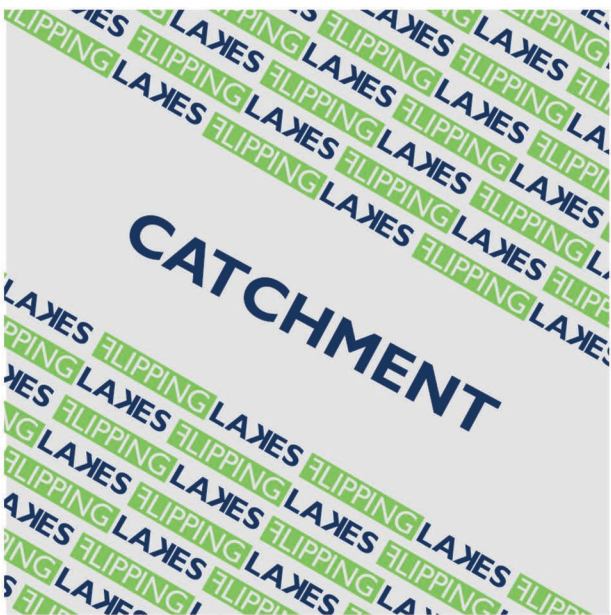
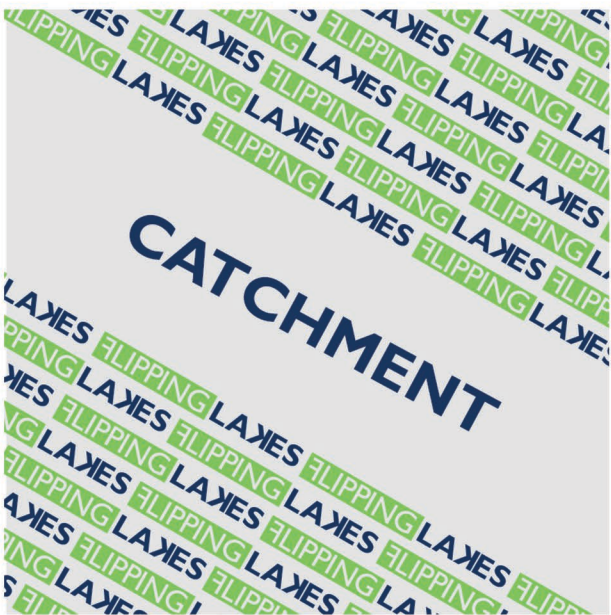
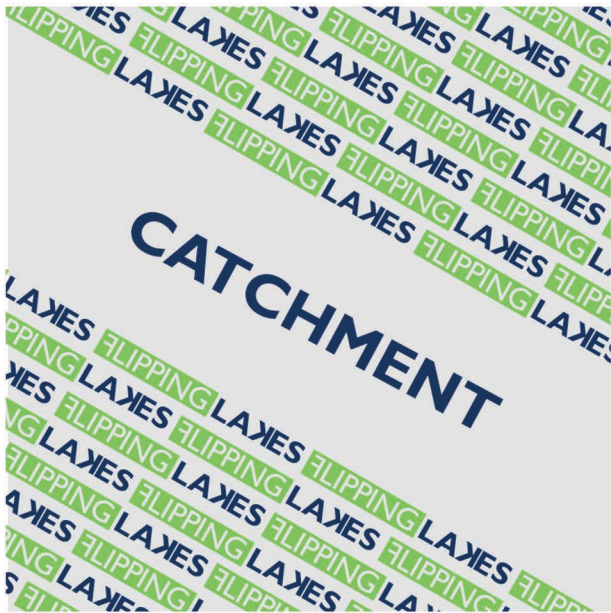
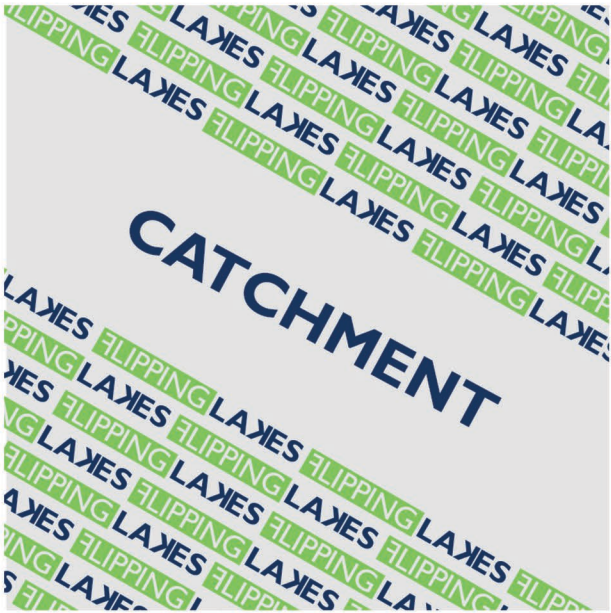


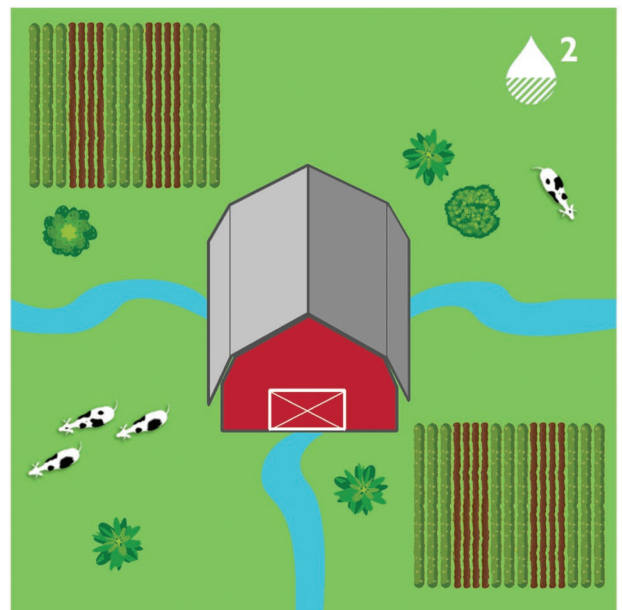
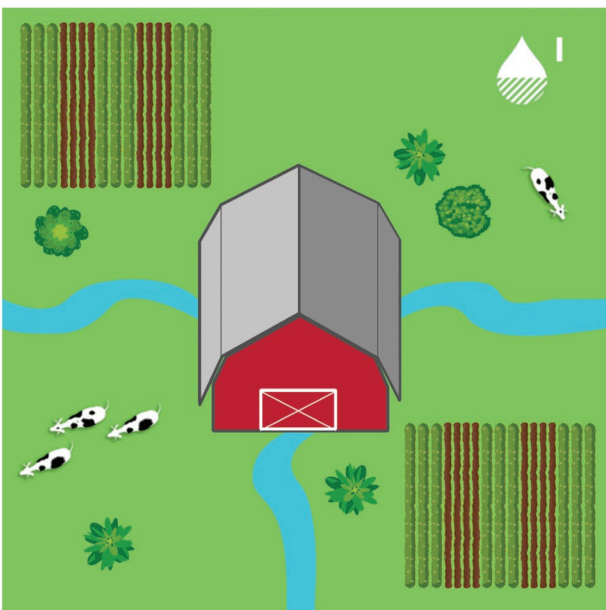
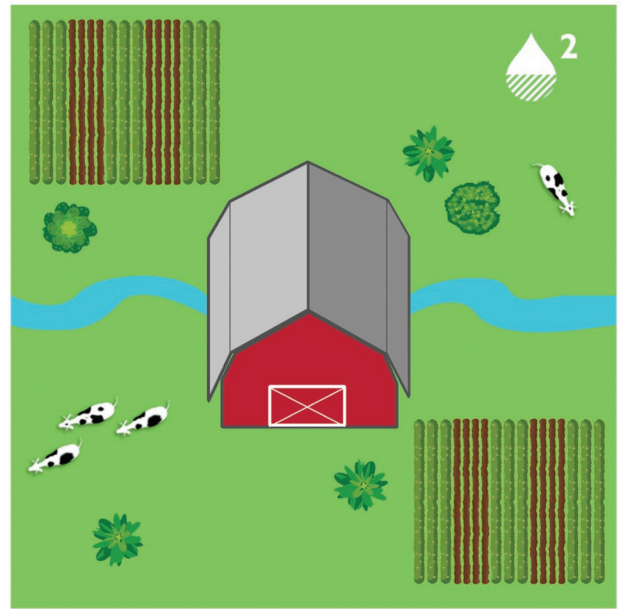
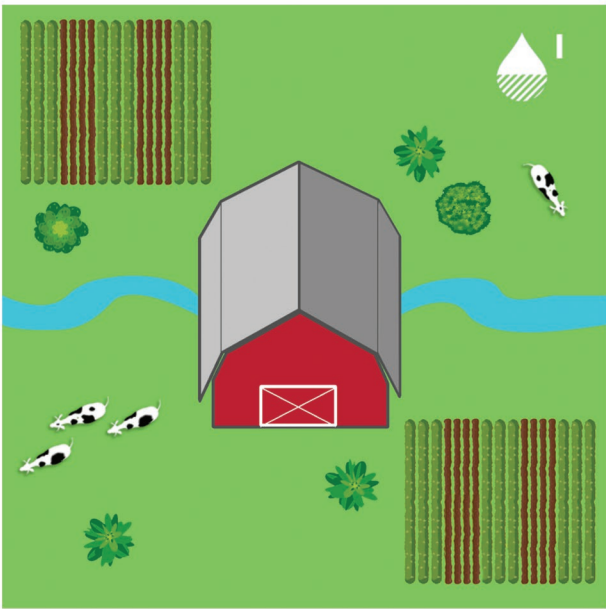
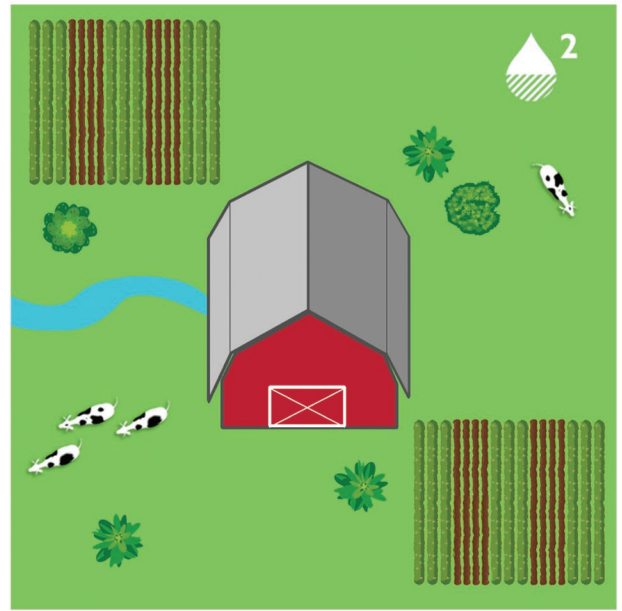
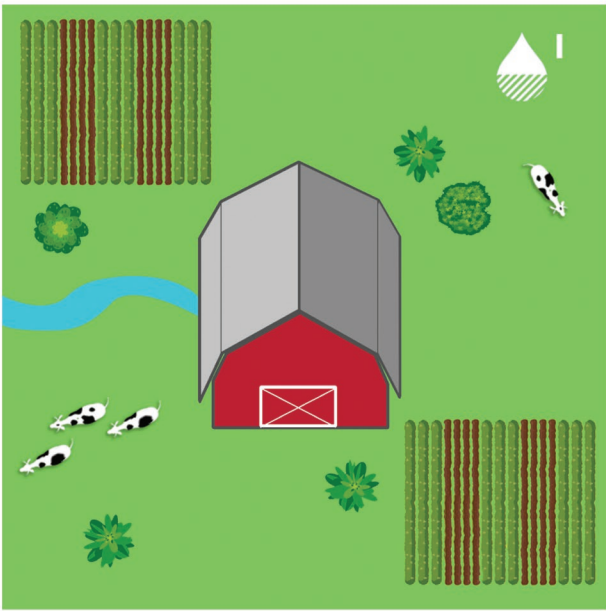
**Business
as usual**

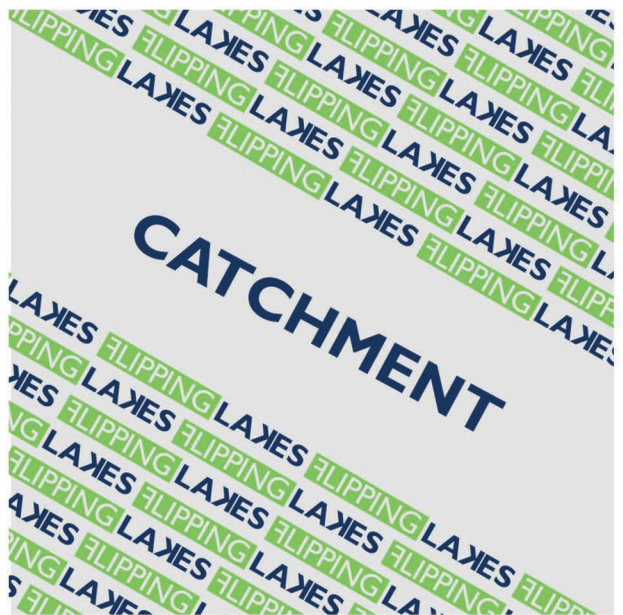
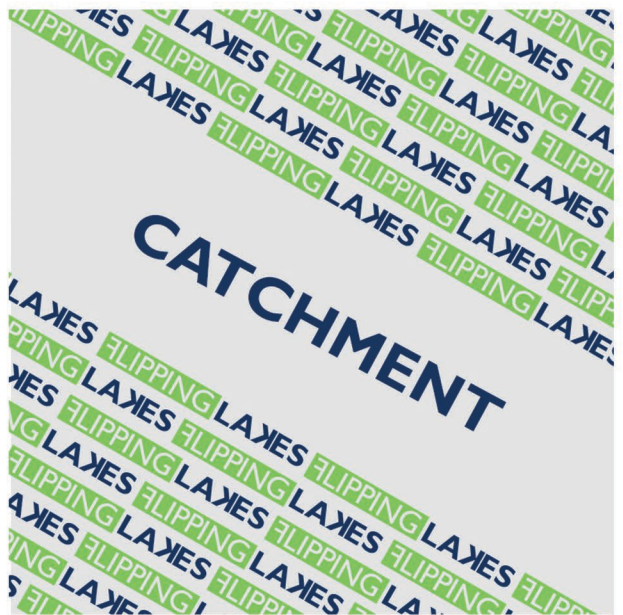
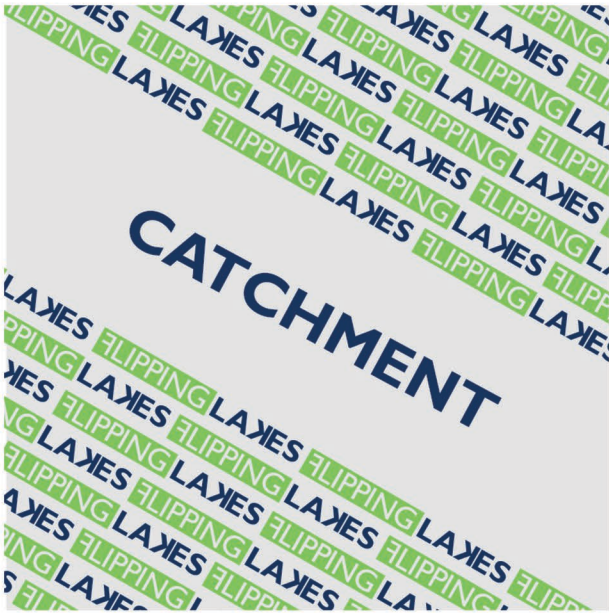
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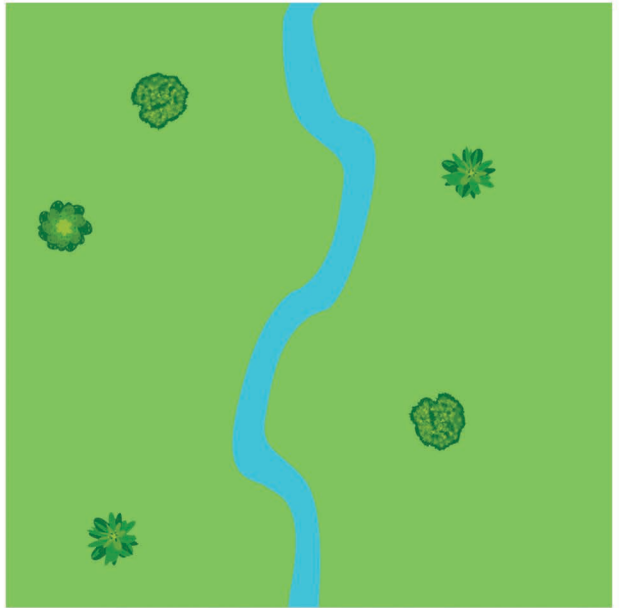
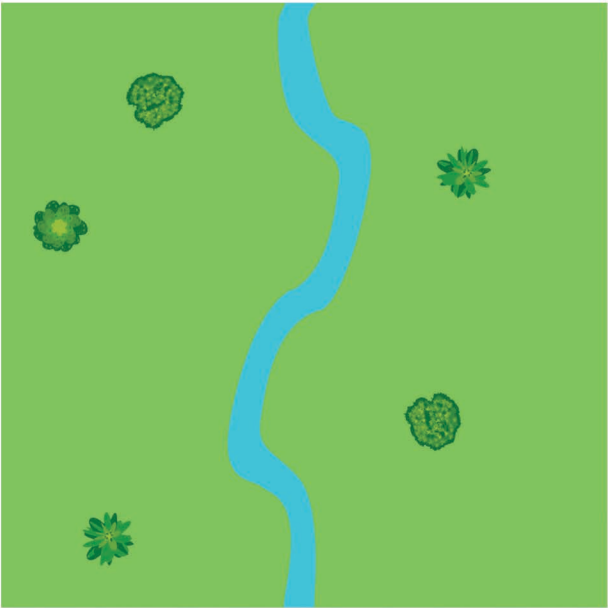
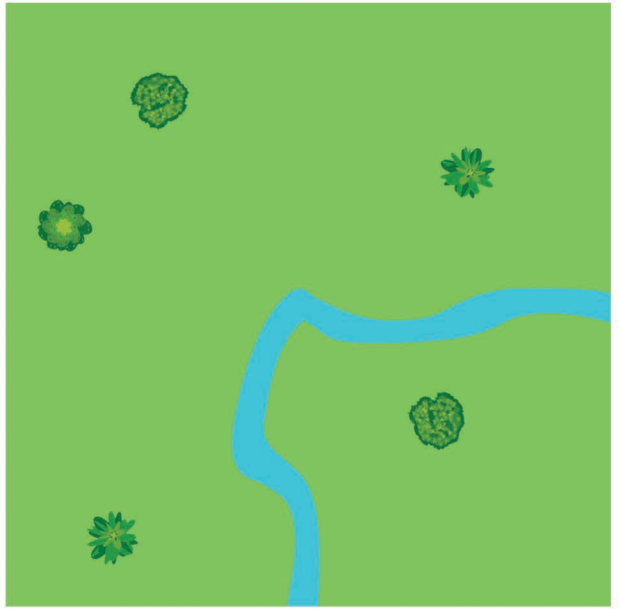
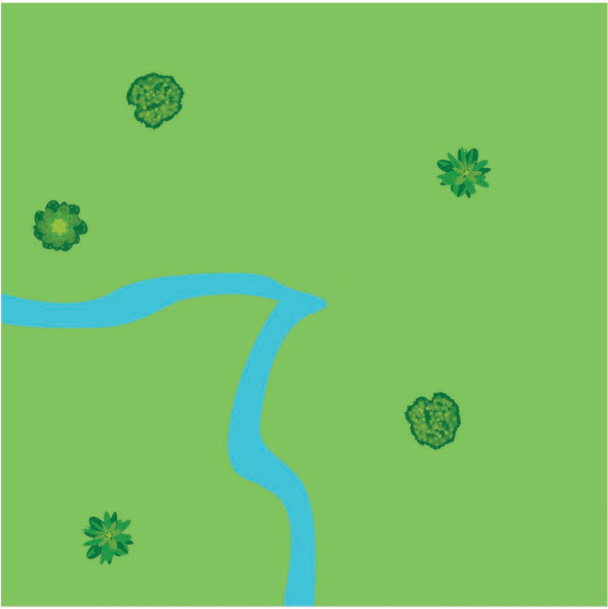
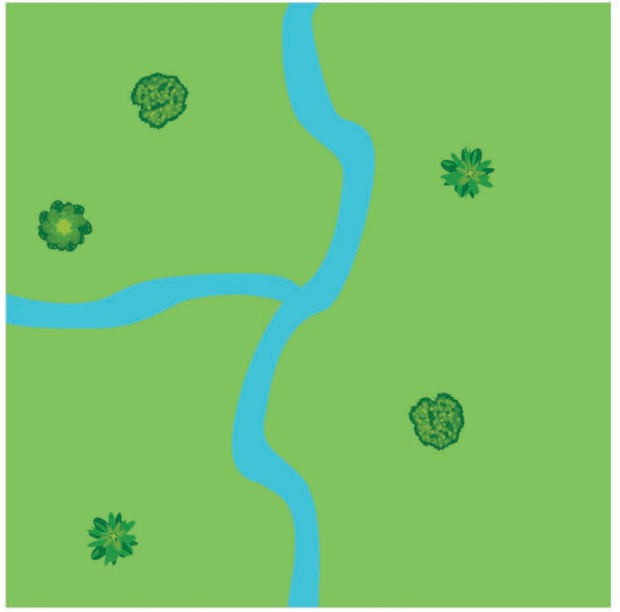
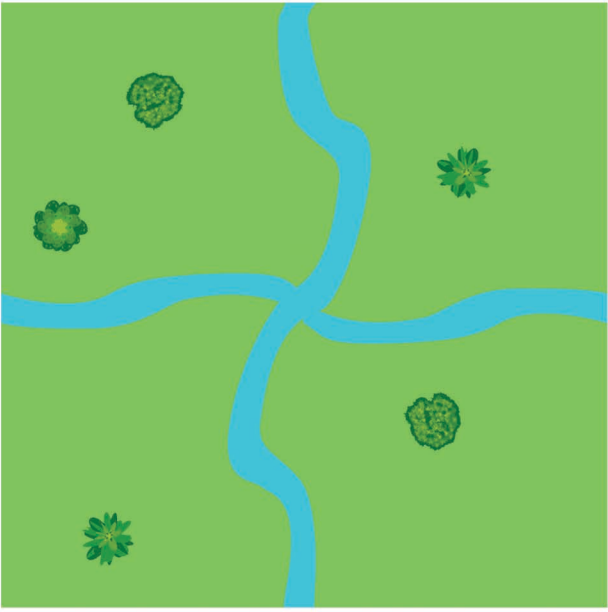


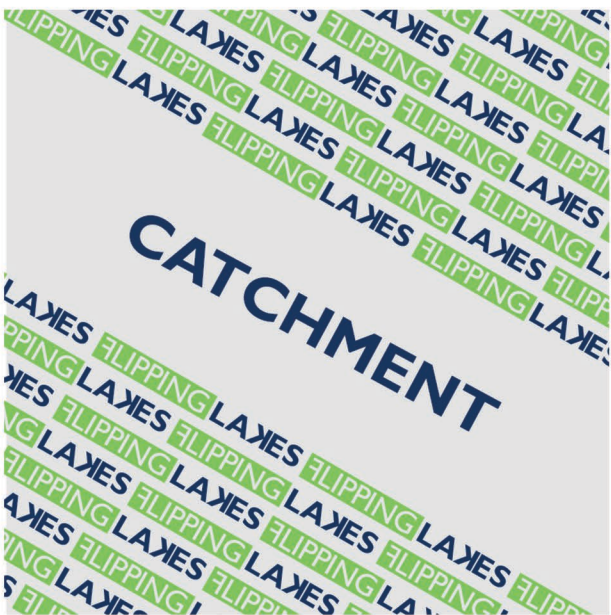
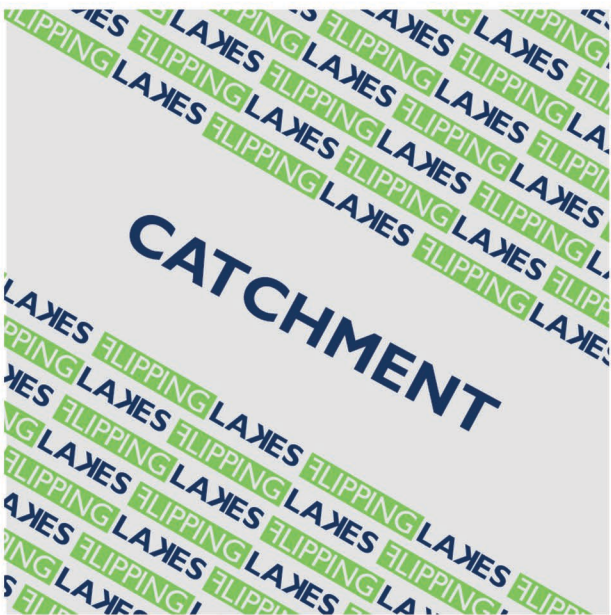
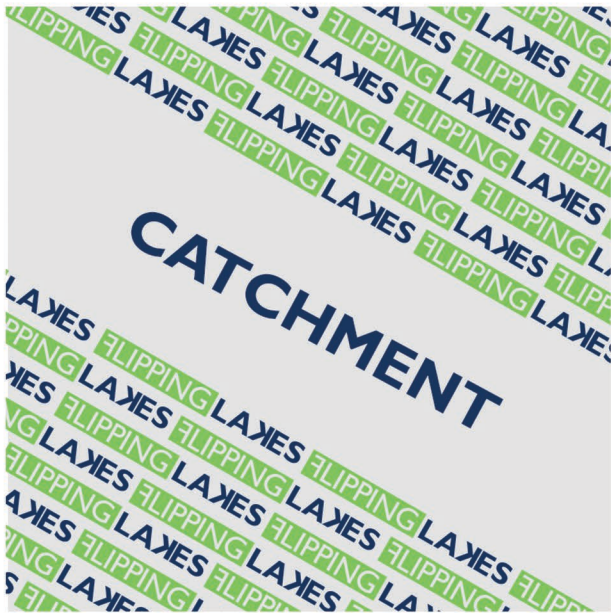
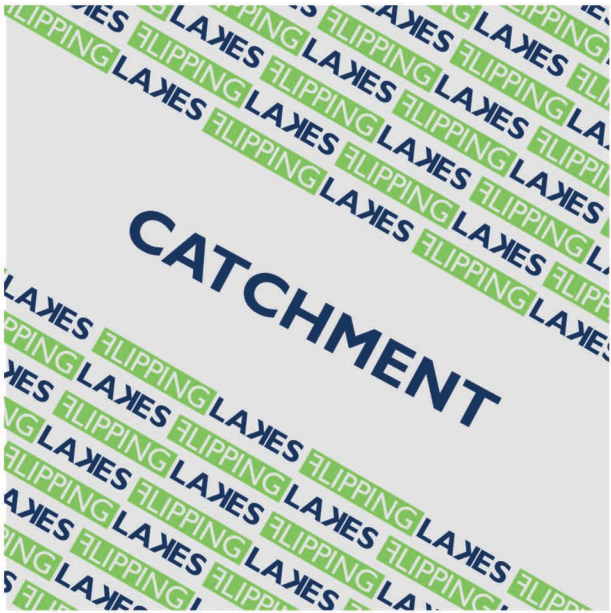




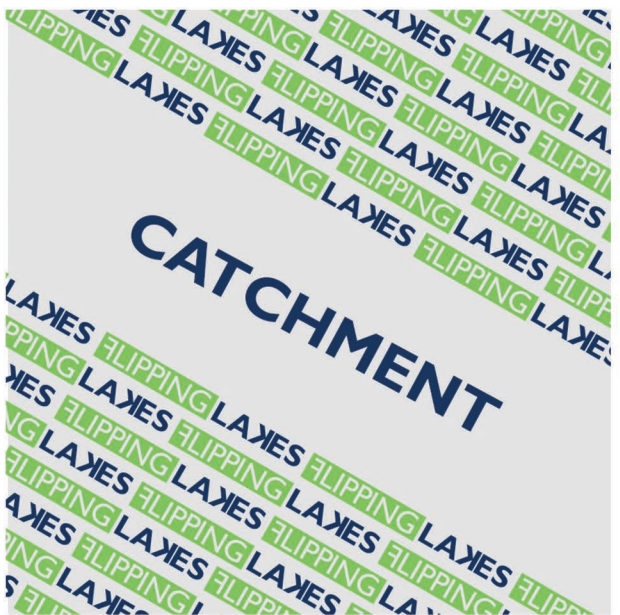
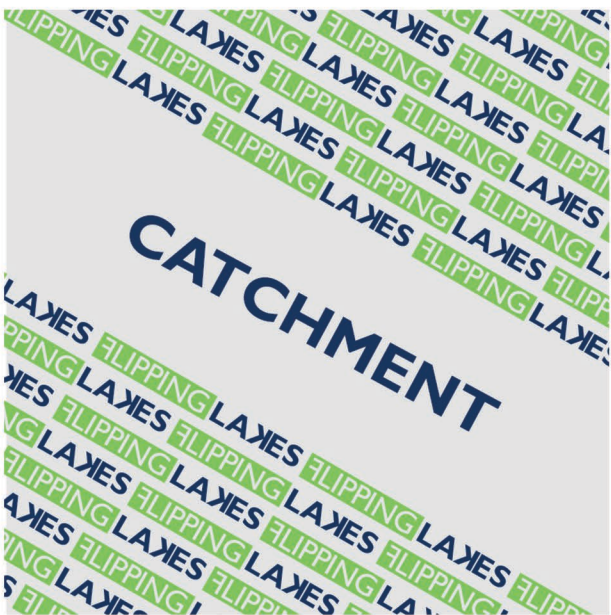
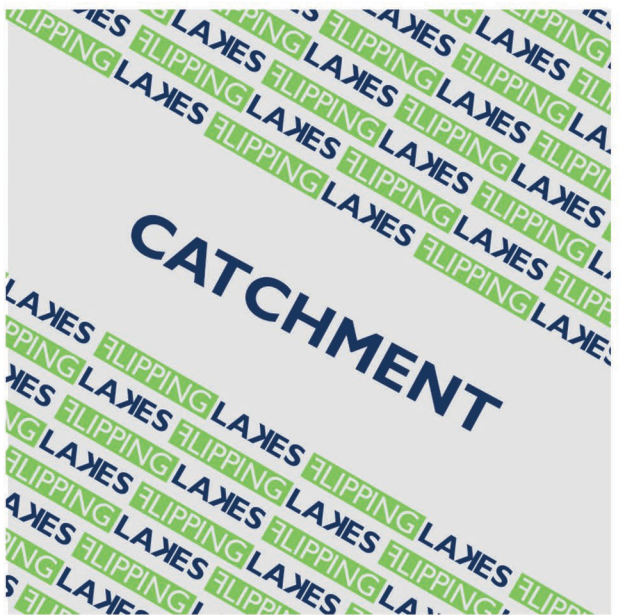
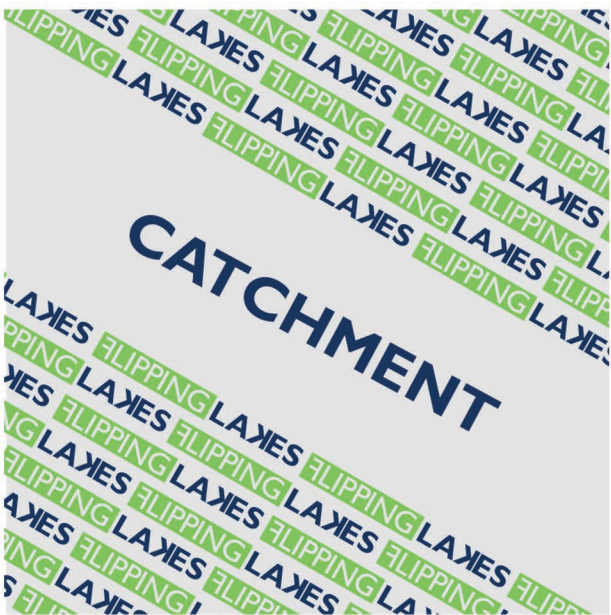
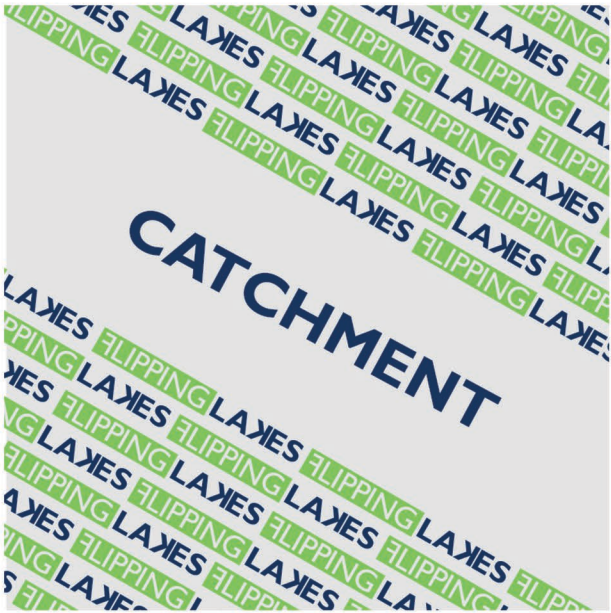










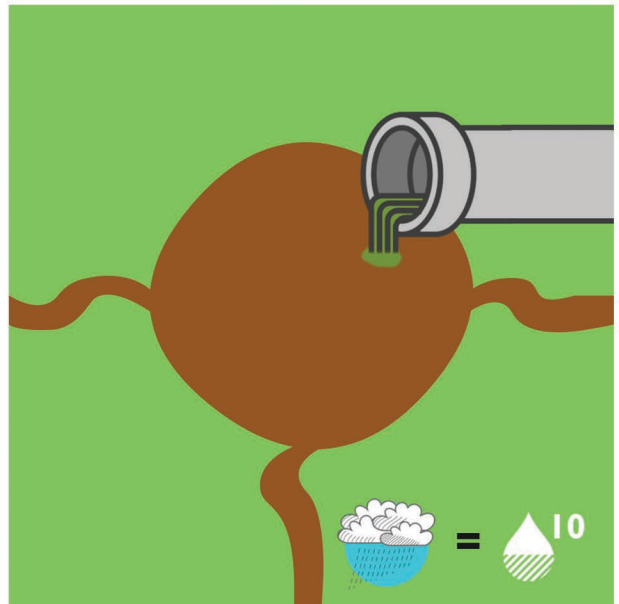
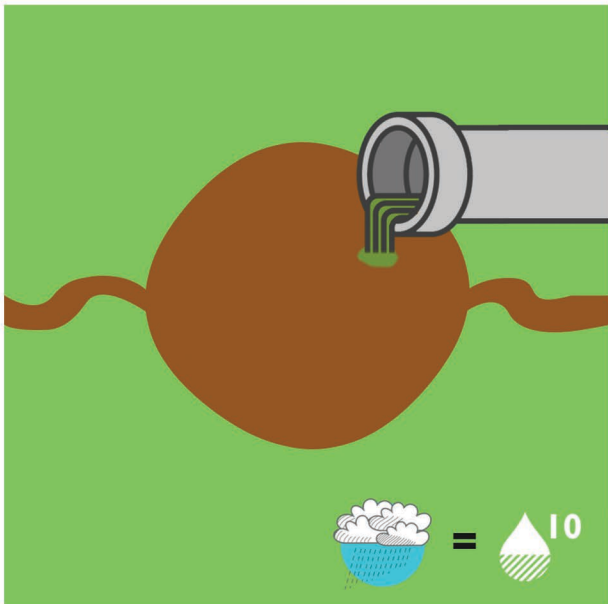
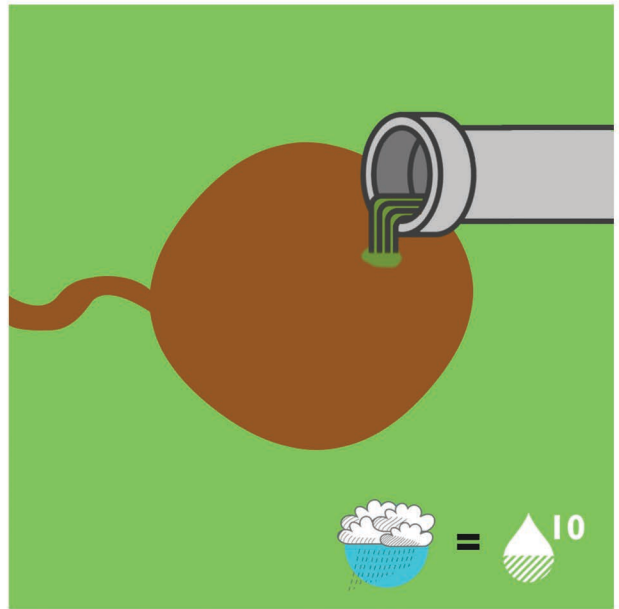


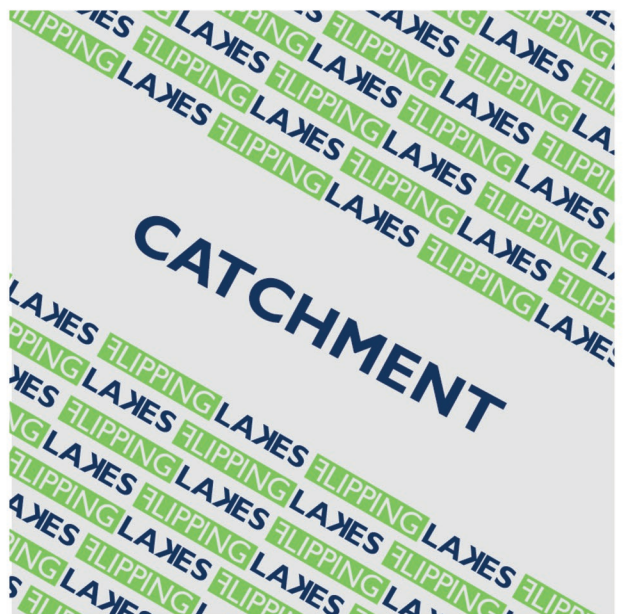
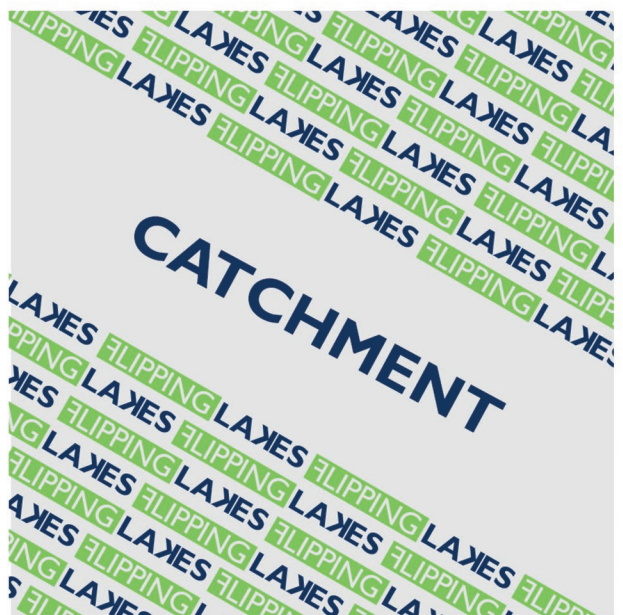
event

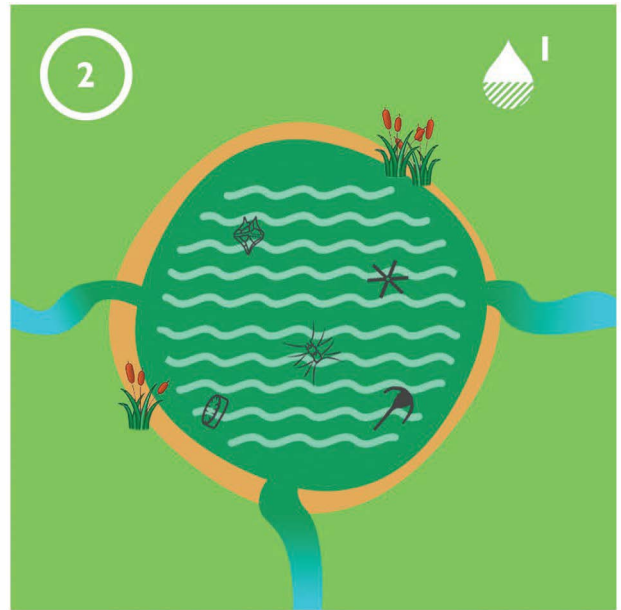
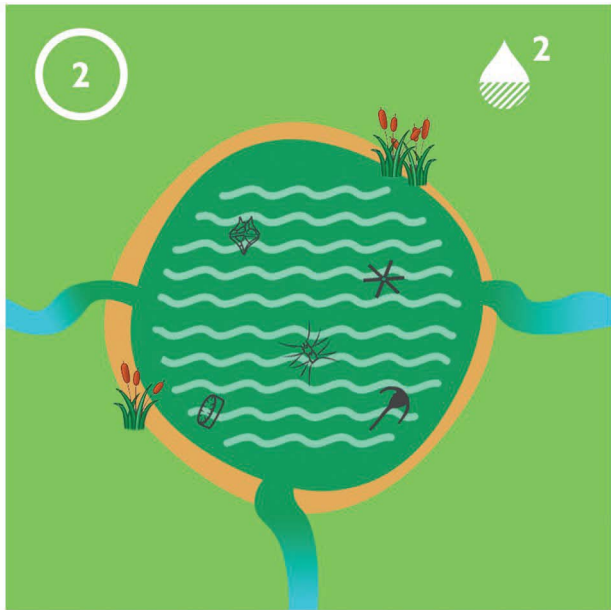
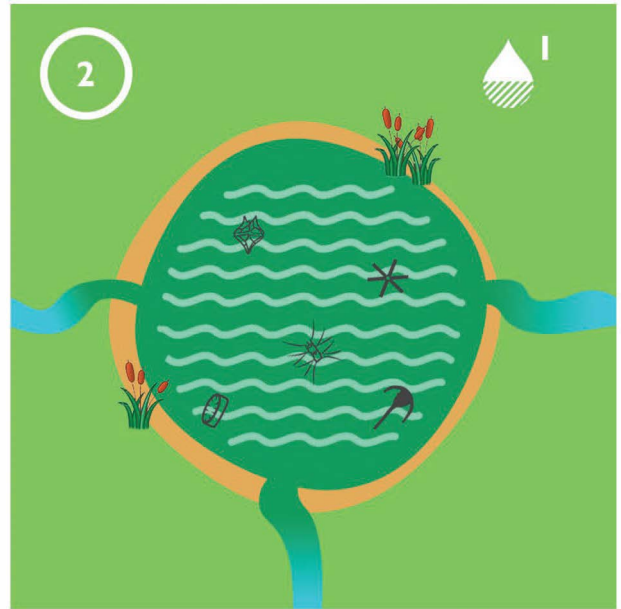
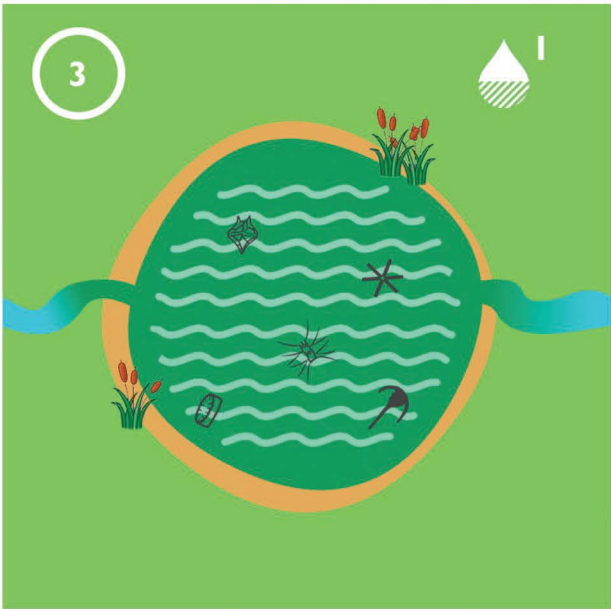
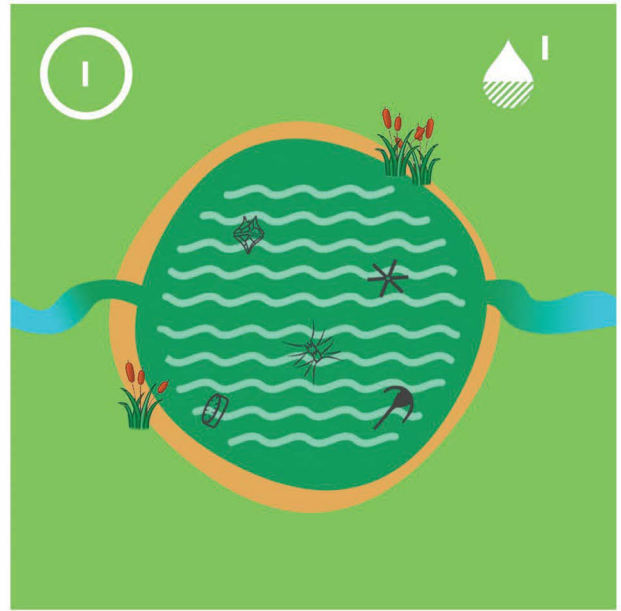
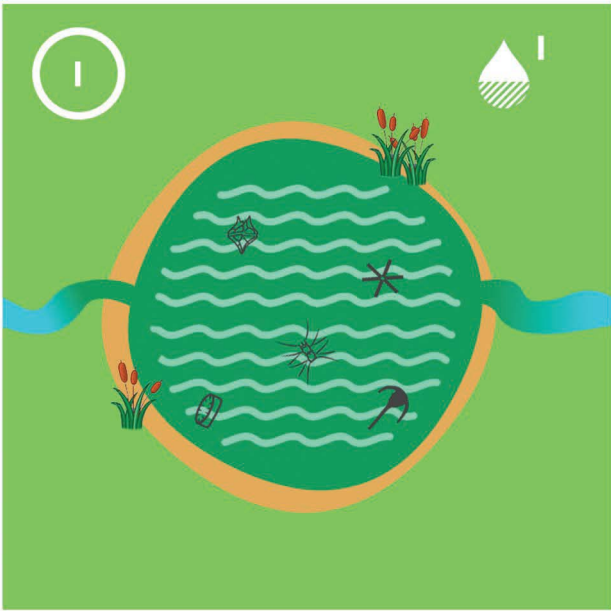


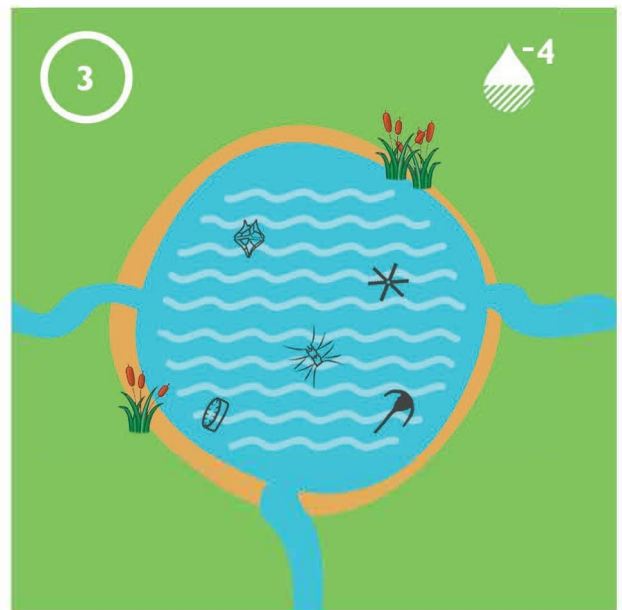
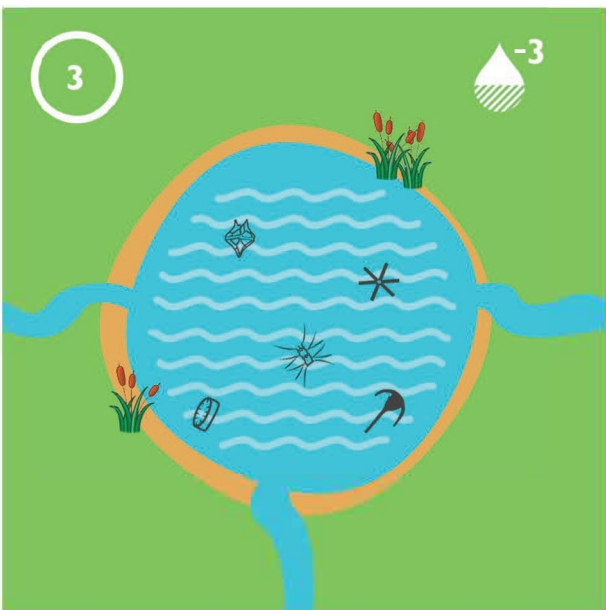
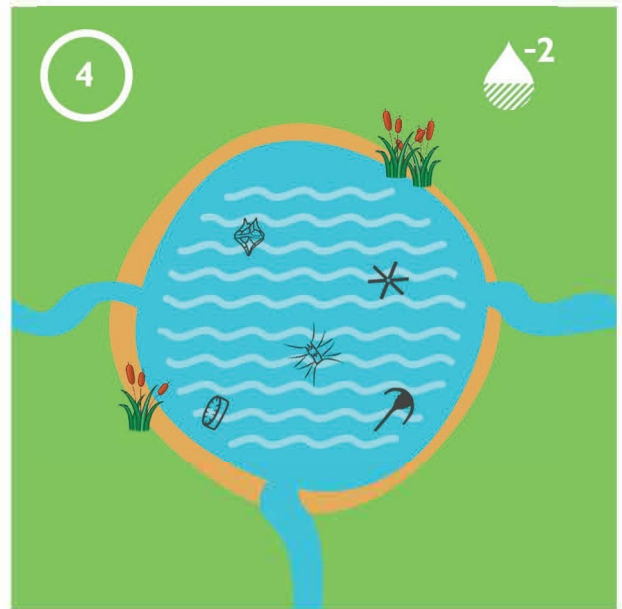
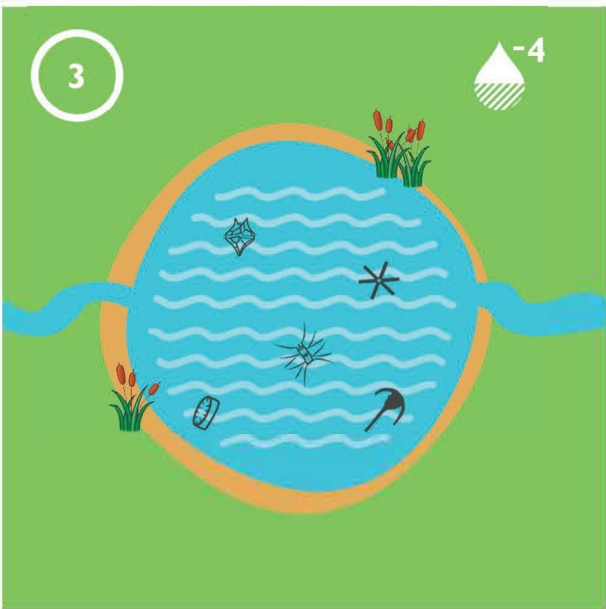
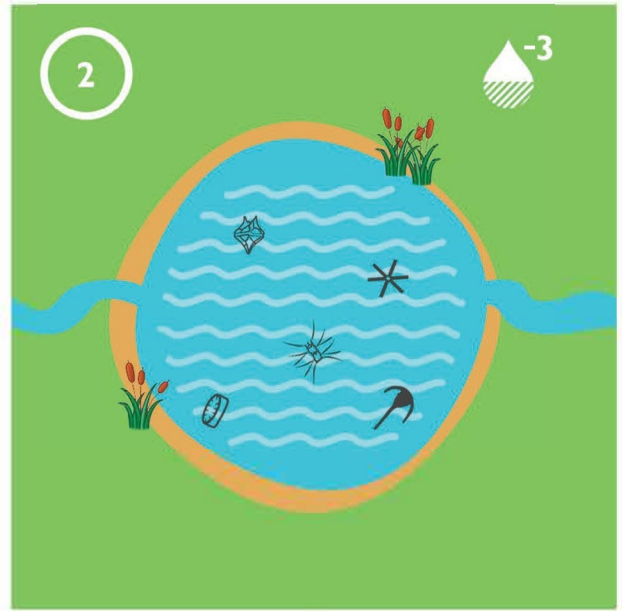
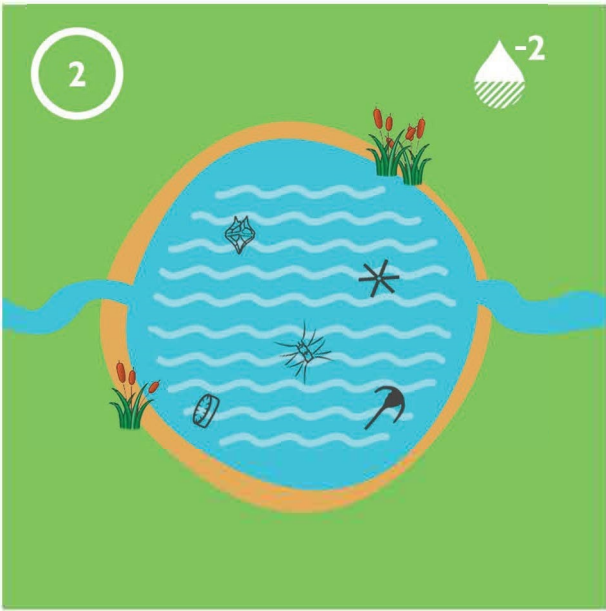
Extreme rainfall

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









measure

A²

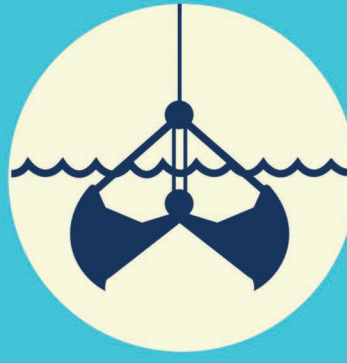


Increase public awareness

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

measure

A⁸



Dredging

Remove all pollutants from one lake card.

measure

A⁶



Increase water storage capacity

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

measure

A⁵



Dam

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

measure

A⁹



Agricultural legislation

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

measure

A³



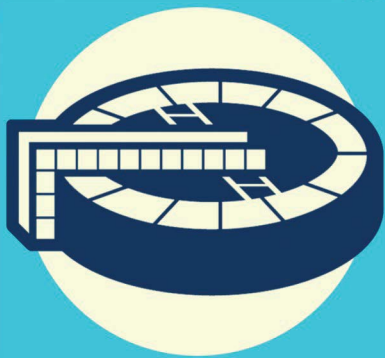
Bank filtration

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



measure

A 10

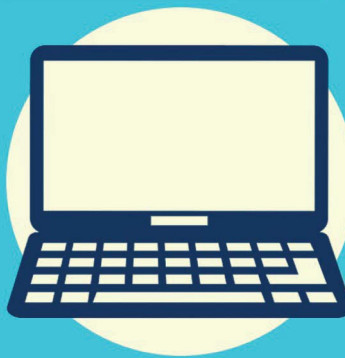


Water treatment plant

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

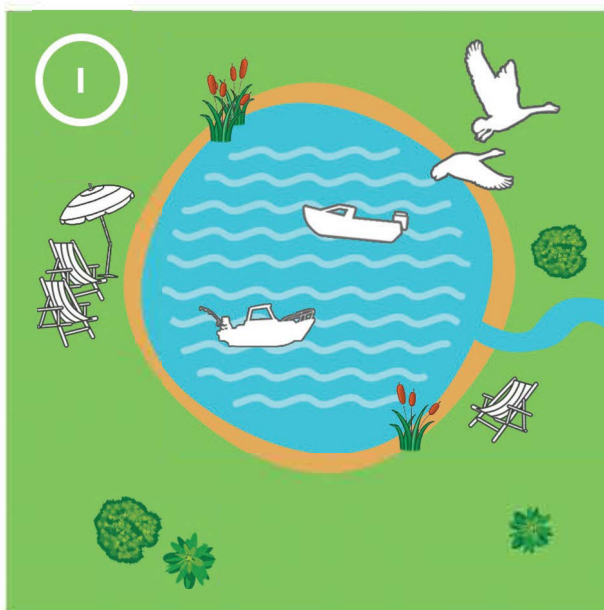
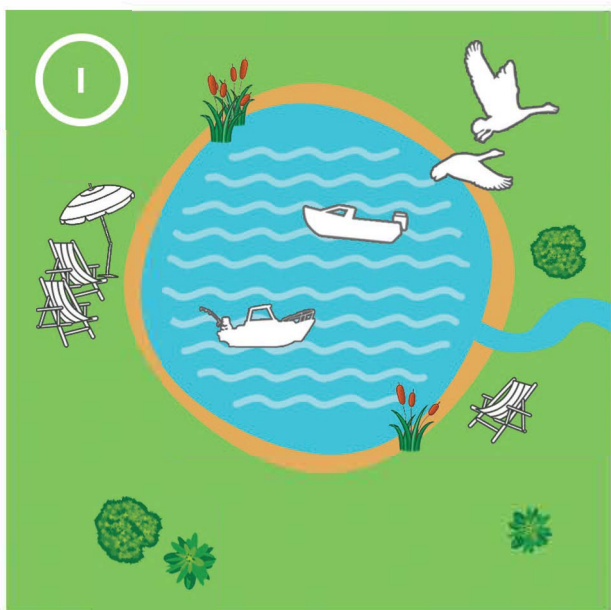
measure

A 1



Predictive model

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





measure **A**³

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

= 10

= 10

= 10



