

**UNRULY CITIZENS!**

LOSE 2 OF EACH RESOURCE.

**DROUGHT.**

LOSE HALF OF YOUR CURRENT AMOUNT OF WATER.

**MINE COLLAPSE.**

LOSE 2 COAL

**FESTIVAL OF RESOURCES!**

GAIN 2 OF EACH RESOURCE.

**PIPE BREAKAGE.**

LOSE 2 WATER AND 2 IRON.

**HOUSING INNOVATIONS.**

GAIN 3 WOOD.

**DISEASED WATER!**

LOSE 4 WATER.

**ENVIRONMENTAL GROUPS.**

CAN'T COLLECT ANY RESOURCES NEXT TURN.

**FIRE!**

LOSE 2 WOOD AND 2 WATER.

**NEW WATER SUPPLY.**

GAIN 3 WATER.

**GMO'S INTRODUCED.**

GAIN 4 FOOD.

**INSECT SWARM!**

LOSE 4 FOOD.

**EFFICIENT CARS.**

GAIN 4 OIL.

**HEAT WAVE!**

LOSE 2 WATER.

**HARSH WINTER.**

LOSE 2 WOOD AND 2  
FOOD

**FRIENDLY NEIGHBORS**

GAIN 2 RESOURCES FROM  
YOUR NEIGHBOR TO LEFT

**FESTIVAL OF RESOURCES!**

GAIN 2 OF  
EVERY RESOURCE

**FLOOD**

LOSE 1 SOIL +  
2 OTHER RESOURCES

TIMBER FARMS

GAIN 4 WOOD

SAPLINGS PLANTED

GAIN 2 WOOD

BEAVER ATTACK

LOSE 3 WOOD

FERTILIZER INTRODUCED

GAIN 2 SOIL

DRY GROUND

LOSE 2 SOIL

DISCOVER NEW MINE

GAIN 3 IRON

TOOLS REQUIRED

LOSE 3 IRON

OIL BURN

LOSE 3 OIL

SHAFT COLLAPSE

LOSE 2 COAL

**COAL EFFICIENCY RISES**

GAIN 2 COAL

**HUNGRY CITIZENS**

LOSE 3 FOOD

**MORE FARMS**

GAIN 2 FOOD

**DISCOVER NEW RIVER**

GAIN 4 WATER

**DISCOVER NEW LAKE**

GAIN 2 WATER

**COMPOST**

GAIN 2 SOIL

**\*WILD CARD\***

ROLL A DIE AND GAIN  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

**\*EVIL PACT\***

ROLL A DIE AND LOSE  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

**\*WILD CARD\***

ROLL A DIE AND GAIN  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

### \*EVIL PACT\*

ROLL A DIE AND LOSE  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

### \*WILD CARD\*

ROLL A DIE AND GAIN  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

### \*EVIL PACT\*

ROLL A DIE AND LOSE  
THE AMOUNT ROLLED OF  
ANY RESOURCE OF YOUR  
CHOOSING

### FOREIGN AID (SAVE)

LOSSES IN THE  
FOLLOWING TURN ARE  
NEGATED

### FOREIGN ALLIANCE (SAVE)

SAVE CARD FOR HELP  
(NEGATE LOSS) IN A  
FUTURE EVENT

### BUSTLING COUNTRY

DRAW 2 EVENT CARDS,  
CHOOSE ONE AND  
SHUFFLE THE OTHER IN

### REDIRECTED FATE (SAVE)

CAN CHOOSE TO REDIRECT  
EVENT CARD TO ANOTHER  
PLAYER

### WAR

CHOOSE A PLAYER AND  
TAKE 1 EACH OF 5  
DIFFERENT RESOURCES

### GREAT PLANNING (SAVE)

THE NEXT SET OF  
RESOURCES GAINED ARE  
DOUBLED

OIL SPILL

THE WORLD GAINS 6  
POLLUTION

FACTORY FIRE

THE WORLD GAINS 4  
POLLUTION

NEW ENVIRONMENTAL  
LAW

THE WORLD LOSES 5  
POLLUTION

LITTERING

THE WORLD GAINS 1  
POLLUTION

RECYCLING

THE WORLD LOSES 4  
POLLUTION

COMMUNITY CLEAN UP

THE WORLD LOSES 2  
POLLUTION