

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.

GMOS 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**