Crisis -

25% chance for a catastrophe to strike each turn \_needs verification

No more than one crisis can strike in a turn

(Might add some calamities that will end the game for a team)

-Floods (IQ=5-100, water % > 40%) death = 5% may decrease with IQ/DI

-Drought (IQ=10-120, water% < 30%) death = 10% may decrease with IQ/DI

-Water Shortage (water% < 40%) death = 5%

-Earthquake (IQ=20-135) death = 15% may decrease with IQ/DI

-Cyclone/Tsunami (IQ=30-140, water > 50%) death = 20% may decrease with IQ/DI

-Great wars (IQ = 30-140) deaths = 40% may slightly decrease with IQ/DI

-Solar Flare (IQ = 50-205) DI severely decreased, no deaths

-Ozone depletion (IQ=90-205, Pollutants > 50%) death = 5% may decrease with IQ/DI

-World War (IQ<60, Population > x) death =75%

-Global Warming (IQ=45-130, oxy% < 13%/ CO2 % > 10%) water = 5% may increase; Land = 5% decrease; flora and fauna = 10% decrease

-nuclear explosion (IQ= 120-200) death = 60% may decrease with IQ/DI

-Fuel shortage (IQ=20-100) DI decreases, no deaths

-corona (IQ= 40-180) deaths = 40% may decrease with IQ/DI

-Ebola (IQ= 30-200) deaths = 30% may decrease with IQ/DI

-AI (IQ= 130-215) deaths = 20%; industrialization increases and agriculture decreases

-Famine (IQ= 10-150, agriculture < 20%, water < 35%) deaths= 7% may decrease with IQ/DI

-explosion (IQ= 1-240) Death. RIP!!

-plague (IQ= 40-100) DEATH= 10% may decrease with IQ/DI

suggestions from meet - interplanetary communication and approach, trading and all.

**Ancient Era (4000 BC ~ 1000 BC) 5**

FAMINE 7;

FLOODS ; TSUNAMI; CYCLONE; DROUGHT; World War

**Medieval Era (500 ~ 1350) 3**

EARTHQUAKE; FOREST FIRES; PLAGUES; World War

**Industrial Era (1725 ~ 1890) 7**

EARTHQUAKE; FUEL SHORTAGE; WARS; GLOBAL WARMING; WORLD WAR; PLAGUES; WATER SHORTAGE

**Information Era (1995 ~ 2020) 7**

EARTHQUAKE; CORONA; EBOLA; SOLAR FLARE; NUCLEAR EXPLOSION; WATER SHORTAGE; GLOBAL WARMING

**Future Era (2020 ~ 2050) 4**

METEOR STRIKE; FUEL SHORTAGE; GLOBAL WARMING; AI malfunction