

**Crisis: Deforestation**

**Impact:** +3 Pollution, -1 Community Support



**Solution Requirements:** 3 Energy, 2 Community Support



**Fun Fact:** Forests absorb 2.6 billion metric tons of CO<sub>2</sub> annually, making them vital carbon sinks.

Crisis City - Crisis Card

**Action: Solar Panel Initiative**

**Effect:** Requires 3 Energy, reduces Pollution by 1



**Fun Fact:** Solar panels can reduce a household's carbon footprint by up to 80%.

Crisis City - Action Card

**Event: Economic Boom**

**Description:** A surge in economic growth has boosted local industry. Businesses are thriving, creating jobs and opportunities for all.

**Effect:** Each player gains +2 Building Materials. Players with High Pollution gain only +1 Wealth.



If Pollution is over X only gain +1 Building Material.



Crisis City - Event Card

**Event: Severe Drought**

**Description:** A prolonged drought has hit the region, reducing crop yields and causing water shortages.

**Effect:** All players lose -2 Community Support.



If Wildlife is over X only lose -1 Community Support.



Crisis City - Event Card

**Event: Technological Breakthrough**

**Description:** An innovative technology has been developed, making energy production more efficient.

**Effect:** All players increase Energy output by +1 for 3 turns.



Player has a Solar or Nuclear Power Stations gain an additional +1 Energy per Turn.



Crisis City - Event Card

**Event: Local Festival**

**Description:** A community festival has lifted spirits and strengthened bonds among citizens.

**Effect:** Each player gains +1 Community Support.



Players with Recreation Centers gain an additional +1 Community Support.



Crisis City - Event Card

**Event: Environmentalist Movement**

**Description:** A powerful environmental movement is pushing for greener cities.

**Effect:** All players can pay 1 Building Material and 1 Community Support to reduce the global Pollution by 2 points.



Wildlife Reserves reduce an additional point for free.



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Crisis City - Event Card

**Event: Energy Crisis**

**Description:** An energy shortage has hit the region, causing intermittent blackouts.

**Effect:** All players lose 2 Energy.



If a Player owns a Nuclear Power Plant no Energy is lost unaffected.

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Crisis City - Event Card

**Event: Resource Boom**

**Description:** A new deposit of resources has been discovered nearby.

**Effect:** All players gain +2 Building Resources.



Players owning a Mine gain an additional Building Resource



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Crisis City - Event Card

**Event: Wildfire Outbreak**

**Description:** A wildfire has spread across the region, damaging infrastructure and affecting air quality.

**Effect:** All players increase Pollution by 2 points and lose 1 Community Support.



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Crisis City - Event Card

**Event: Clean Air Initiative**

**Description:** A global initiative is helping cities reduce air pollution.

**Effect:** All players reduce Pollution by 1 point for free.



Solar Power Stations reduce an additional 1 point.



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Crisis City - Event Card