

Event: Solar Panel Initiative

Effect: Requires 3 Energy, reduces Pollution by 2



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

Crisis City - Event Card

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Crisis City - Event 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.



If Pollution is over 7 only gain +1 Building Material.

**Event: Technological Breakthrough**

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

Effect: All players increase Energy output by +1



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: Player gains +1 Community Support.



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



Crisis City - Event Card

Event: Plastic Ban Policy

Description: A strict ban on single-use plastics has been implemented, reducing waste and pollution.

Effect: Pollution and Energy both decrease by 1 and Community Support increases by 1.



Players with a Recycling Center gain +1 Building Material.



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 Pollution by 2 points.



Wildlife Reserves reduce an additional point for free.



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



Crisis City - Event Card

Event: Clean Air Initiative

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

Effect: Reduce Pollution by 1 point for free.



Solar Power Stations reduce an additional 1 point.



Crisis City - Event Card

Event: Reforestation Project

Description: A nationwide tree-planting campaign is underway, helping to absorb CO₂ and restore ecosystems.

Effect: All players can pay 1 Building Material to reduce global Pollution by 2.



Players with a Forest Reserve reduce an additional 1 Pollution.



Crisis City - Event Card

Event: Electric Vehicle Revolution

Description: The adoption of electric vehicles has significantly reduced urban air pollution.

Effect: Each player gains +1 Community Support and reduces Pollution by 1.



Players with no non-renewable energy resources get an additional 1 Energy.



Crisis City - Event Card

Event: International Climate Agreement

Description: Nations have come together to commit to reducing greenhouse gas emissions.

Effect: Pollution decreases by 2.



Players with Renewable Energy sources gain +2 Community Support.



Crisis City - Event Card

Event: Green Energy Boom

Description: Nations have come together to commit to Green energy production.

Effect: Pollution decreases by 2, Community Support increases by 1.



Players with Renewable Energy sources gain +2 Community Support.



Crisis City - Event Card

Event: Sustainable Cities Program

Description: Try making city more sustainable and environment friendly

Effect: Pollution decreases by 2,Community Support increases by 1.



Players with Public Transport sources gain +1 Community Support, +1 Buildin materials.



Crisis City - Event Card

Event: Zero waste movement

Description: Redice the amount of waste produced by the city

Effect: Pollution decreases by 2.



Players with Recycling sources gain +1 Community Support.



Crisis City - Event Card

Event: Eco-friendly Innovation grants

Description: The government launches a funding program to support startups developing sustainable technology.

Effect: Pollution decreases by 1.



Crisis City - Event Card

Event: Clean water act

Description: Increases water treatment quality

Effect: Pollution decreases by 2, Wildlife increases by 2.



Players with Water treatment plant gain +1 Wildlife.



Crisis City - Event Card

Event: Fishing regulations

Description: Put regualtions in place to encourage sustainable fishing

Effect: Wildlife increases by 2.



Players with Fish farm sources gain +1 Wildlife.



Crisis City - Event Card

Event: Mass river cleanup

Description:Get the community together to clean up the local waterways

Effect: Pollution decreases by 2, wildlife increases by 2.



Players with Recycling center gain +2 Community Support.

**Event: Bird migration**

Description:Large amount of birds settle in area

Effect:wildlife increases by 2.



Players with Forest gain +1 Wildlife.

**Event: Pollinator recovery**

Description:Efforts to protect bees and butterflies pay off, improving local biodiversity.

Effect:wildlife increases by .



Players with Forest gain +1 Wildlife.



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