

**Crisis: Deforestation****Impact:** +3 Pollution, -1 Wildlife**Solution Requirements:** 3 Energy, 2 Community Support

Crisis City - Crisis Card

**Crisis: Tsunami****Impact:** +2 Pollution, -2 Wildlife**Solution Requirements:** 4 Energy, 2 Community Support, 2 Building Materials

Crisis City - Crisis Card

**Crisis: Hurricane****Impact:** +2 Pollution, -1 Wildlife**Solution Requirements:** 3 Energy, 1 Community Support, 4 Building Materials

Crisis City - Crisis Card

**Crisis: Wildfire****Impact:** +4 Pollution, -3 Wildlife**Solution Requirements:** 3 Energy, 3 Community Support

Crisis City - Crisis Card

**Crisis: Tornado****Impact:** +1 Pollution**Solution Requirements:** 2 Energy, 1 Building Materials

Crisis City - Crisis Card

**Crisis: Landslide****Impact:** +3 Pollution, -1 Wildlife**Solution Requirements:** 1 Energy, 2 Building Materials, 1 Community Support

Crisis City - Crisis Card

**Crisis: Invasive Species****Impact:** -3 Wildlife**Solution Requirements:** 1 Energy, 4 Community Support

Crisis City - Crisis Card

**Crisis: Heatwave****Impact:** -1 Wildlife**Solution Requirements:** 3 Energy, 1 Community Support

Crisis City - Crisis Card

**Crisis: Oil Spill****Impact:** +3 pollution, -3 Wildlife**Solution Requirements:** 3 Energy, 2 Community Support, 2 Building Materials

Crisis City - Crisis Card

**Crisis: Dam Failure****Impact:** +1 pollution, -3 Wildlife**Solution Requirements:** 3 Energy, 2 Community Support, 2 Building Materials

Crisis City - Crisis Card

**Crisis: Overfishing****Impact:** -3 Wildlife**Solution Requirements:** 2 Energy, 3 Community Support

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Crisis City - Crisis Card

**Crisis: Nuclear Reactor Leak**

**Only if at least 1 player has Nuclear Reactor**

**Impact:** +2 Pollution, -1 Wildlife



**Solution Requirements:** 3 Energy, 1 Building Material



Crisis City - Crisis Card

**Crisis: Industrial Waste dump**

**Impact:** +2 Pollution, -1 Wildlife



**Solution Requirements:** 3 Energy, 1 Building Material



Crisis City - Crisis Card

**Crisis: Soil Degradation**

**Impact:** +1 Pollution, -1 Wildlife



**Solution Requirements:** 1 Energy, 3 Building Material



Crisis City - Crisis Card

**Crisis: Freshwater shortage**

**Impact:** -2 Wildlife



**Solution Requirements:** 1 Energy, 2 Building Material



Crisis City - Crisis Card

**Crisis: Pipeline Leak**

**Impact:** +2 Pollution



**Solution Requirements:** 1 Energy, 1 Building Material



Crisis City - Crisis Card

**Crisis: Bridge Collapse**

**Impact:** +2 Pollution



**Solution Requirements:** 1 Energy, 1 Building Material



Crisis City - Crisis Card

**Crisis: Water Contamination****Impact:**+2 Pollution, -2 Wildlife**Solution Requirements:** 1 Energy, 1 Building Material, 2 Community Support

Crisis City - Crisis Card

**Crisis: Cyber Attack****Impact:**No effect**Solution Requirements:** 4 Energy, 3 Community Support

Crisis City - Crisis Card

**Crisis: Shipping delays****Impact:**No effect**Solution Requirements:** 4 Community Support

Crisis City - Crisis Card

**Crisis: Illegal Shipping****Impact:**+1 Pollution, -2 Wildlife**Solution Requirements:** 4 Community Support

Crisis City - Crisis Card

**Crisis: Dangerous Train Derailment****Impact:**+2 Pollution, -1 Wildlife**Solution Requirements:** 1 energy, 1 Building Material, 1 Community Support

Crisis City - Crisis Card

**Crisis: Warehouse Explosion****Impact:**+2 Pollution**Solution Requirements:** 2 energy, 2 Building Material, 1 Community Support

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Crisis City - Crisis Card

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Crisis City - Crisis Card

**Crisis: Freshwater shortage**

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Crisis City - Crisis Card

**Crisis: Pipeline Leak**

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Crisis City - Crisis Card

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Crisis City - Crisis Card

**Crisis: Overfishing Crisis**

**Description:** Unregulated fishing is depleting ocean resources, disrupting the food chain and marine biodiversity.

**Impact:** All players lose 1 Community Support.

Players without a Nature Preserve gain an additional -1 Community Support.

**Solution Requirements:** 2 Building Material, 3 Community Support

Crisis City - Crisis Card

**Crisis: Traffic Congestion Crisis**

**Description:** Overcrowded roads and high vehicle emissions are making the air polluted.

**Impact:** Pollution increases by 1, and Energy and Community Support decrease by 1.

Players with a Public Transportation don't lose any Energy and Community Support.

**Solution Requirements:** 2 Building Material, 3 Community Support

Crisis City - Crisis Card

**Crisis: Heatwave-Induced Wildfires**

**Description:** Rising temperatures have sparked uncontrollable wildfires, destroying forests and releasing massive amounts of CO<sub>2</sub>.

**Impact:** Pollution increases by 2 and Energy decreases by 1.

Players with a Nature preserve don't lose any Energy.

**Solution Requirements:** 2 Energy, 1 Community Support

Crisis City - Crisis Card

**Crisis: Industrial Expansion**

**Description:** Factories are booming, producing more goods but also increasing emissions.

**Impact:** Pollution increases by 2 and Community Support decreases by 1.

Players with no Renewable Energy Resources lose 1 more Community Support.

**Solution Requirements:** 2 Energy, 2 Building Material, 2 Community Support

Crisis City - Crisis Card

**Crisis: 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.

**Solution Requirements:** 4 Building Material, 2 Energy

Crisis City - Crisis Card

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