

game_events.json

Event has the following fields:

name *Name of the event. This is shown to the player.*
description *Describes the effects of the event. This is shown to the player.*
condition{ } *Defines when the event may happen. Find available conditions and attributes on the table below.*
effects[{ }] *List of the effects of the event. Find available effects and attributes below.*

Condition	Description	Attributes and values
EmptyCondition	No condition.	"name": "empty"
TimeCondition	Can happen if more time has passed than notBefore indicates and if less time has passed than notAfter indicates. Time is given in number of weeks.	"name": "TimeLimiter" "notAfter": <i>number or null</i> "notBefore": <i>number or null</i>
PopulationCondition	Can happen if the current population is greater than the lower limit and smaller than the upper limit if they are defined.	"name": "PopulationLimiter" "upperLimit": <i>number or null</i> "lowerLimit": <i>number or null</i>
StructureAmountCondition	Can happen if the amount of structures (all or filtered) is smaller than max and greater than min.	"name": "StructureAmountLimiter" "structureFilter": <i>filter</i> "min": <i>number or null</i> "max": <i>number or null</i>

Effect	Description	Attributes and values
EmptyEffect	No effect.	"name": "empty"
MoneyEffect	Changes players amount of money.	"name": "MoneyChange" "changeAmount": <i>number multiplier</i>
PopulationEffect	Changes the amount of population in the city.	"name": "PopulationChange" "changeAmount": <i>number multiplier</i>
TileValueEffect	Can be used to change tile's fertility, moisture or amount of flowers.	"name": "TileValueChange" "fertilityChange": <i>number to be added or null</i> "moistureChange": <i>number to be added or null</i> "flowerChange": <i>number to be added or null</i>
StructureCostEffect	Changes the price of structures.	"name": "StructureCostChange" "costChange": <i>number multiplier</i>
StructureYieldEffect	Changes the amount of turnips the structure yields.	"name": "StructureYieldChange" "yieldChange": <i>number to be added</i>