Dog park
Place token at any city. One additional pollutant is added from this card.

Agricultural intensification
Place token at every agricultural card. One additional pollutant is added from each agricultural card every turn.

Business as usual
All normal rules apply.

Extreme drought
Pollutants do not move this turn.

Feeding ducks
Flip one clear lake to the turbid state.

Heatwave
Pollutant load from all sources is multiplied by 1.5 this turn.
Agricultural intensification
Place token at every agricultural card. One additional pollutant is added from each agricultural card every turn.

Feeding ducks
Flip one clear lake to the turbid state.

Extreme drought
Pollutants do not move this turn.

Extreme rainfall
Pollutants move two catchment cards this turn, sewage overflow occurs.

Dog park
Place token at any city. One additional pollutant is added from this card.
CATCHMENT
Extreme rainfall
Pollutants move two catchment cards this turn, sewage overflow occurs.
Increase public awareness
Place token on city to reduce pollution by one. Place it on lake to avoid pollution from ducks or dogs.

Dredging
Remove all pollutants from one lake card.

Increase water storage capacity
Place token on any catchment card. Pollutants are held there for one extra turn.

Dam
Place token on any catchment card. Water movement will be blocked until extreme rainfall occurs.

Agricultural legislation
Place token at every agricultural card. Agricultural cards produce one pollutant every turn.

Bank filtration
Place token on any catchment card. Every turn it will remove one pollutant there.
**Water treatment plant**
Place token on any catchment card. Remove 8 pollutants from the catchment card every turn.

**Predictive model**
View the event card for next turn. These cards cannot be stacked.
Sediment capping
Place token on any lake card. Pollution load from a turbid lake is stopped.