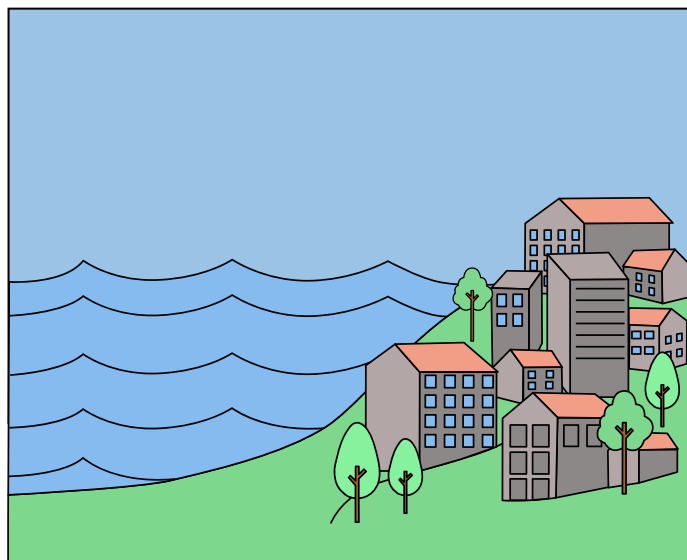
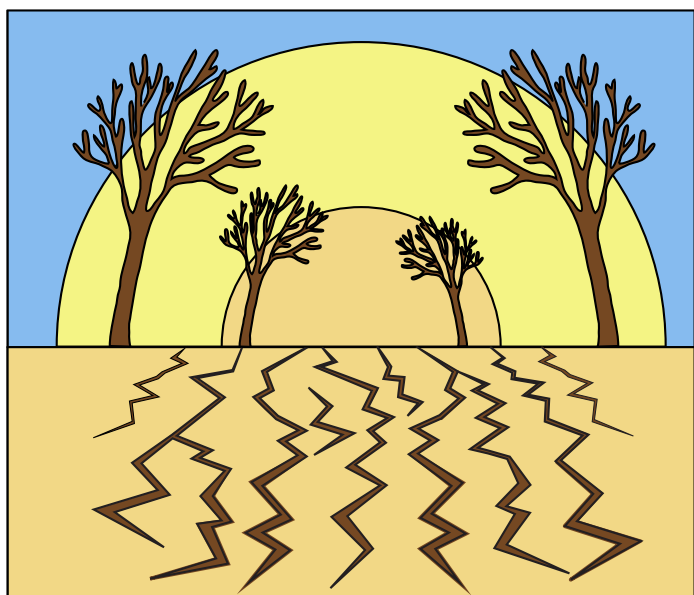


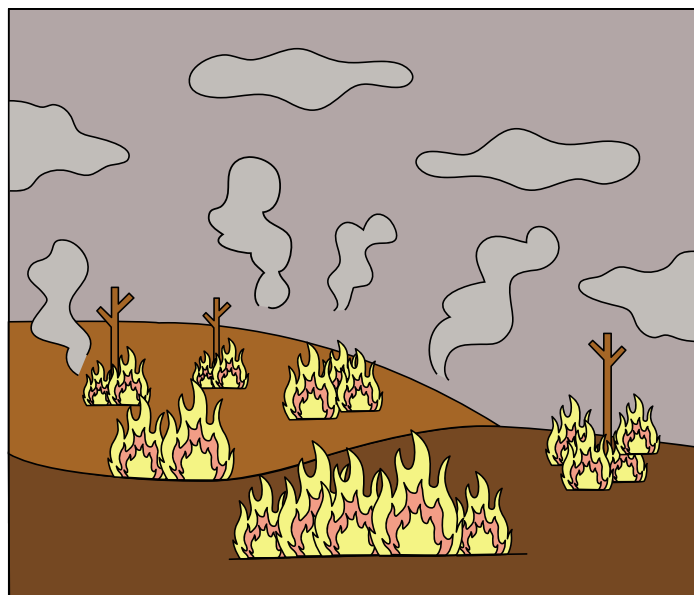
BIODIVERSITY LOSS



COASTAL FLOODING



DROUGHT



WILDFIRE

EVENT: Biodiversity loss

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

As the climate changes, plants and animals may struggle to live in changed habitats. Some animals will move to new habitats where they can still survive. Others may struggle to adapt and become endangered or extinct.

AREAS MOST AFFECTED:

Countryside
Woodland
City
(Will affect all places, but these are likely to be the most affected)

IMPACT IN THE GAME:

Players living in **woodland areas**, **cities** or **the countryside** receive 1 less coin next turn as the cost of food has gone up. UNLESS rewilding happened last turn.

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!): Create protected ecosystems in regions with altitude (allows species to move short distances upwards to track climate space)
Encourage novel ecosystems in human-altered landscapes (especially cities)
Captive breeding and translocation to habitable climate space

EVENT: Coastal flooding

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

As temperatures rise, the chance of extreme weather events increases. Storms can cause large waves at the coast. Also as temperatures rise, the temperature of seawater rises, causing sea levels to rise. Sea-level rise increases the risk of coastal flooding.

AREAS MOST AFFECTED:

Seaside

IMPACT IN THE GAME:

Players living at the **seaside** receive 1 less coin next turn UNLESS flood defences were built last turn

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!):

Preserve coastal wetlands, dunes and reefs to absorb storm waves
Maintain beaches and coastal defences where needed
Do not build new buildings in flood-prone areas
Community awareness, including preparing for a storm's arrival

EVENT: Drought

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

A drought is a period with little rain and not enough water. Climate change is causing rainfall to become more unpredictable, with both very heavy rain and also long periods of no rain.

Droughts make it harder to grow food, which could cause food shortages. Droughts also cause problems for transport if rivers or ports become too shallow.

AREAS MOST AFFECTED:

All

IMPACT IN THE GAME:

Players **living in all places** receive 1 less coin next turn as the cost of food has gone up UNLESS a reservoir was built in the last two turns.

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!):
Encourage water conservation and water efficiency
Farmers plant drought resistant crops

EVENT: Wildfire

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

Wildfires burn large amounts of forests and plant life. Climate change is making warmer, drier conditions, which increases the chances of fire during hotter, longer summers.

Fires can destroy homes and produce smoke that is dangerous to health.

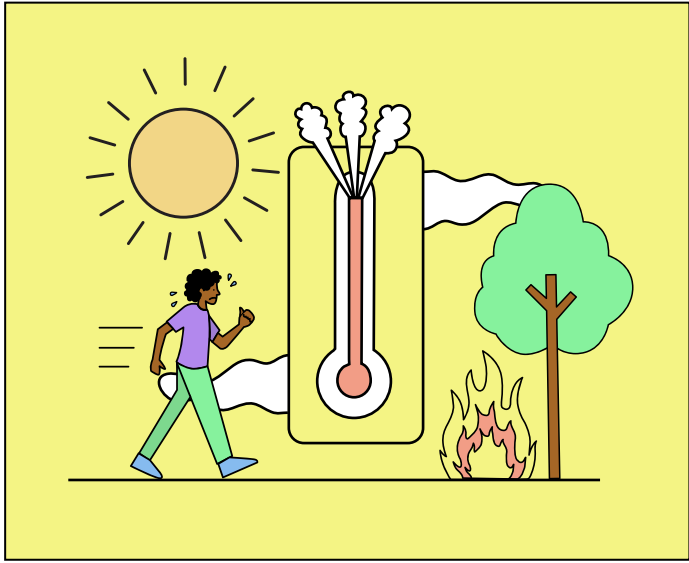
AREAS MOST AFFECTED:

Woodland
Countryside

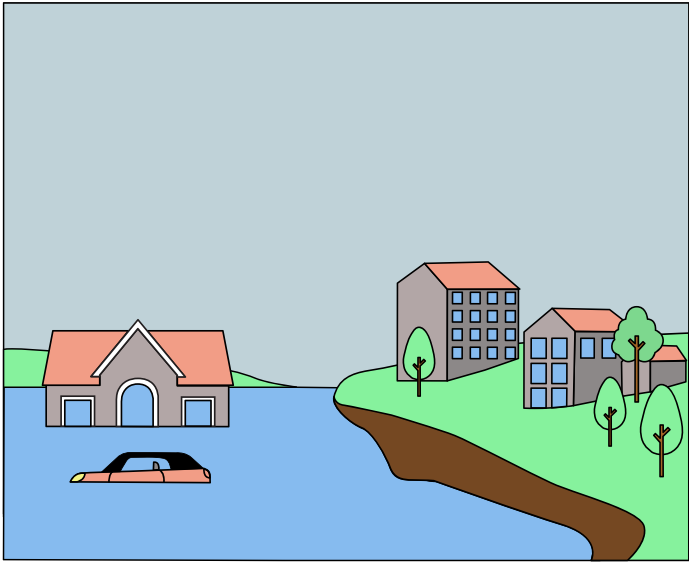
IMPACT IN THE GAME:

Players living in **woodland** or the **countryside** receive 1 less coin next turn UNLESS rewilding happened last turn

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!):
Discourage building near fire-prone forests
Use fire-resistant materials in buildings
Remove dead trees from forests that are at risk (so there is less material to burn)



HEATWAVE



RIVER FLOODING

EVENT: Heatwave

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

Heat waves are long periods with temperatures that are hotter than normal. As the world warms, more areas will be at risk of hotter and more common extreme heat waves.

Extreme heat can affect people’s health. Heat waves can also be damaging to farmers growing crops, and can make droughts and wildfires worse.

AREAS MOST AFFECTED:

City (Will affect all places, but cities will be the most affected as buildings and roads absorb heat too which further increases temperatures - a phenomenon known as the urban heat island effect)

IMPACT IN THE GAME:

Players living in the **city** receive 1 less coin next turn to cover higher health care costs.

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!):

- Identify vulnerable people and have heatwave plans, such as opening cooling centres in heat waves
- Plant trees to provide shade
- Keep pets indoors

EVENT: River flooding

WHY WILL THESE EVENTS HAPPEN MORE OFTEN AND WHAT WILL THE IMPACTS BE?:

Heavy rainfall can flood streams and rivers. In areas close to rivers, floodwaters can damage housing, businesses and transport.

AREAS MOST AFFECTED:

Riverside

IMPACT IN THE GAME:

Players living on a **riverside** receive 1 less coin next turn to carry out repairs after the floods UNLESS flood defenses were built the last turn

HOW TO MAKE A DIFFERENCE AND BUILD RESILIENCE (IN REAL LIFE!):

- Do not build new buildings in flood-prone areas
- Community awareness, including preparing for a flood