

Climate Response Guide

<i>Role</i> ↓	<i>Force</i> →	Temp. ↑	Temp. ↓	Uplift & eruptions ↑	Glacial advance	Glacial retreat	Sea level ↑	Sea level ↓	GHG content ↑	GHG content ↓	Precip. ↑	Precip. ↓	Cloud cover ↑	Cloud cover ↓	Human pop. ↑	Human pop. ↓
Temperature		↑	↓	↓	↓	↑			↑	↓	↑	↓	↓	↑	↑	↓
Tectonics																
Glaciers		↓	↑	↑	↑	↓	↓		↑	↓	↑	↓	↑	↓		
Oceans		↑	↓		↓	↑					↑	↓	↓	↑		
Greenhouse Gases		↓	↓	↑		↓					↓	↑			↑	↓
Clouds & Precipitation		↑	↓	↑	↓	↑	↑	↓	↑	↓						
Human Population				↓	↓	↑	↓	↑			↓	↓				

Thresholds

- Temperature – Once ghg increases three consecutive rounds, temperature increases double every time ghg increases.
- Greenhouse gases – Once human population increases three consecutive rounds, ghg increases double every time human population increases.
- Oceans – Once glaciers decrease three consecutive rounds, ocean levels rise double every time glaciers decrease.

Wild Cards

- Yellowstone erupts – high-explosivity eruption with century-scale global impacts → Temperature and human population decrease double for the next three rounds.
- Methane clathrates released – massive addition of powerful greenhouse gas to atmosphere → Triple temperature increases for the remainder of gameplay.