RAIN

Spread all pollution to the bottom. Protected areas stay clean.
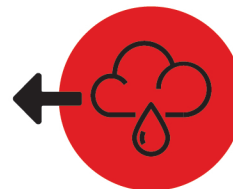
Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the top. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the right. Protected areas, stay clean.

Protect 3 clean areas or clean and protect 1 polluted area.

RAIN

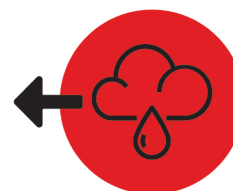Spread all pollution to the bottom. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the top. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the right. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the bottom. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the top. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

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Spread all pollution to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the right. Protected areas, stay clean.

Protect 3 clean areas or clean and protect 1 polluted area.

RAIN

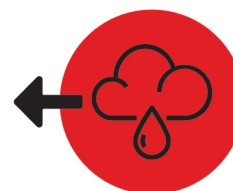Spread all pollution to the bottom. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

Spread all pollution to the top. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

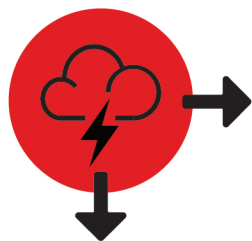Spread all pollution to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

RAIN

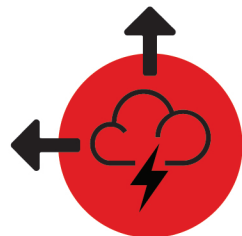Spread all pollution to the right. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

STORM

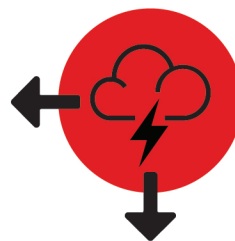Spread all pollution to the bottom and to the right. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

STORM

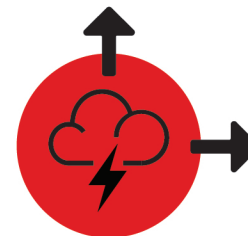Spread all pollution to the top and to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

STORM

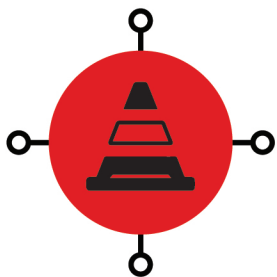Spread all pollution to the bottom and to the left. Protected areas stay clean.

Protect 3 clean areas, or clean and protect 1 polluted area.

STORM

Spread all pollution to the top and to the right. Protected areas stay clean.

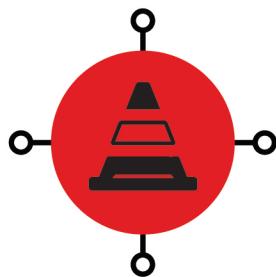Protect 3 clean areas, or clean and protect 1 polluted area.

EROSION

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

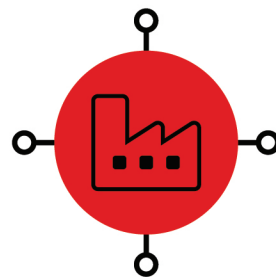After placing the pollution, protect one clean area.

EROSION

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

After placing the pollution, protect one clean area.

SPILL

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

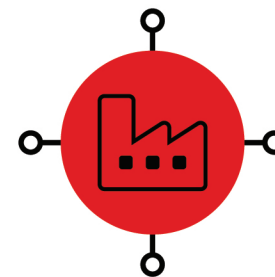After placing the pollution, protect one clean area.

SPILL

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.
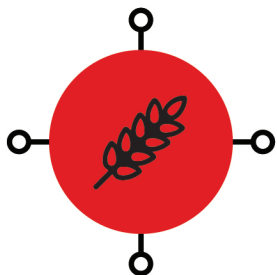
After placing the pollution, protect one clean area.

FERTILIZER

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

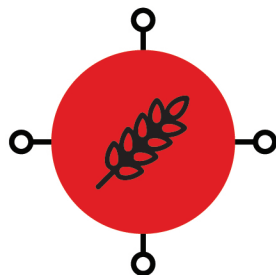After placing the pollution, protect one clean area.

FERTILIZER

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

After placing the pollution, protect one clean area.

CLIPPINGS

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

After placing the pollution, protect one clean area.

ANTIFREEZE

Pollute an area that looks like this.

The area you pollute may touch only clean, unprotected locations. If there is no such area on the board, do not place the pollution.

After placing the pollution, protect one clean area.