

Modifiers

Modifier list :

- **Volcano** (BurningTile are appearing randomly)
 - Compatible biomes: 2, 4, 5
- **Eathquake** (earthquakes will occur and break random buildings)
 - Compatible biomes: 1, 2, 4, 5
- **Snowstorm** (snow piles all over the map, crewmates slowed)
 - Compatible biomes: 3
- **Sandstorm** (sand piles all over the map, that will cover buildings)
 - Compatible biomes: 5
- **Sickness** (crewmates ask for more food)
 - Compatible biomes: All
- **Flooding** (a lot of water, bridges, water flow)
 - Compatible biomes: 1, 4
- **Windy** (need paraglider for a lot of moves)
 - Compatible biomes: 1, 2, 4
- **Geyser** (a lot of geyser on the map that often make crewmates fly)
 - Compatible biomes: 3
- **High population** (extended crewmates team)
 - Compatible biomes: All
- **Low population** (smaller crewmates team)
 - Compatible biomes: All
- **Dry weather** (oasis needed to complete the level, shrines)
 - Compatible biomes: 5
- **Freezing** (icy ground that make player slide)
 - Compatible biomes: 1, 2, 3
- **Stranded again** (cannot leave the island until it's complete)
 - Compatible biomes: All
- **Humanitarian mission** (need to deliver a lot of landmark meals)

- Compatible biomes: All
- **Absolutely not stranded** (all crewmates +X% in all stats, big boost)
 - Compatible biomes: All
- Some modifiers can only happen in some biomes
- Only 1 modifier can be active at a time per island