

## Prices

### Construction Demolition

<b>Coal</b>	5 C	2 C
<b>Oil</b>	12 C	2 C
<b>Solar</b>	10 C	3 C
<b>Wind</b>	20 C	2 C
<b>Hydro</b>	40 C	4 C
<b>Nuclear</b>	50 C	5 C
<b>Fusion</b>	300 C	15 C
<b>Prospector</b>	500 C	500 C

## Elimination

<b>Coal waste</b>	2 C
<b>Oil waste</b>	2 C
<b>Radioactive waste</b>	5 C

## Turn progress

1. Dice throwing.
2. One terrorist to move in the direction shown by the dice.
3. Fluctuation card.
4. Money recovering from the power stations and eventual waste placement.
5. Two actions per prospector.
6. Shopping.
7. Fuel placement in the stations.
8. Next player.