**THEME: A SMALL WORLD**

**Hex strategy :**

Villager House :Provides 1 worker to every adjacent tiles

Farm : Provides food to every adjacent tiles

Cant have 2 farms placed next to each other

Wind turbine : Provides energy to every adjacent tiles

Mine : ~~Provides 1 mineral per tick per worker~~. Requires worker

Water tiles -> ~~Extend farm range~~

Factory : Needs a mine and energy

Scoring system for hard tiles :

Factory : +2

Mine + 1

Farm – 1

Maybe :

Upgrades?

~~Fog of war~~