**THEME: A SMALL WORLD**

**Hex strategy :**

Villager House :Provides 1 worker to every adjacent tiles

Farm : Provides food to every adjacent tiles

Wind turbine : Provides energy to every adjacent tiles

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

Water tiles -> Extend farm range

Maybe :

Bank : Provides 3 Cash per tick per banker

Requires energy

Workers need 1 Cash per tick

You win when no grass tiles are left

Factory : Inputs minerals, takes 2 workers and alot of energy. Outputs SOMETHING

Upgrades?

~~Fog of war~~