

l e Grand Jeu

Management Cost * 2 if from The Grid

		Management Cost * 2 if from The Grid						
			Production			Construction	Management	
	Procurement	Blocks	unit	Blocks	2.0	cost	cost	Yield
	Well					0000	0	
	Water tank					0		0
	Dam					15 15		
		water	Vegetable garden			000	00	
		water	Wood			00000	0	
		water	Orchard/Viney ard			00000	000	
Earth		water/energy	Ceral cultivation			000	0000	
					Irigation			50%
				orchard	Greenhouse	6○3●	4 3	150 %
				greenhouse	Hydroculture	00		○○-●
				hydro+fish vegetable.o	Aquaponics	0000		300 %
				rchard,cere al	Composter (humus)	0		O- ••
				cereal/ener gy	Mills	15 5	6 2	200 %
				viney/cerea l/energy	Brewery/Cellar	8 3	00000	300 %



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			Production			Construction	Management		
	Procurement	Blocks	unit	Blocks	2.0	cost	cost	Yield	
	Breeding					4 2			
	Fish farming								
Animals	Zoothecnics					8 4	6 3		
Ailillais					Stable	$\bigcirc\bigcirc\bigcirc$		50 %	
				energy	Sausage	20 7	8 3	250 %	
				energy	Cheese factory	20 7	8 3	250 %	
			Production			Construction	Management		
	Procurement	Blocks	unit	Blocks	2.0	cost	cost	Yield	
	Photovoltaic							-	
	Solar thermal					$\bigcirc\bigcirc\bigcirc$		-	
	Wind turbine					$\bigcirc\bigcirc\bigcirc$		-	
	Geothermal					$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$			
	Biogas Plant					4		-	
Energy	Fossil fuel plant					$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$			
		wood	Biomass plant			$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$			
		dam	Hydroelectric			15 3			-
					Combined				
					Heat+Power				
					(CHP)	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$			50%



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Procurement	Blocks	Production unit	Blocks	2.0	Construction cost	Management cost	Yield



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Skill	Difficulty	Cost	Yield
Farming	+2 with Internet -1 $^{\lor}$ 3		Earth elements
Permaculture	+4 with Internet -1 $^{\lor}$ 3		Earth elements
Mechanic	+3 with Internet -1 ¹ 3	000	Energy elements
Electronic	+4 with Internet -2 3	000	Energy elements
Coding	+4 with nternet -2 $\sqrt{3}$	000	Energy elements



Skill	Difficulty	Cost	Yield