

Mine	Coal Power Plant	Nuclear Power Plant
<p>Description: A Mine is a Structure where Resources are extracted from Nature</p> <p>Function: Once per Turn can generate up to 6 Building Materials</p>  <p>for</p>  <p>Building Cost: 2 Building Materials, 2 Energy generates 2 Pollution</p> 	<p>Description: Generates Power by burning Coal</p> <p>Function: Once per Turn can generate up to 3 Energy</p>  <p>for</p>  <p>Building Cost: 2 Building Materials, 2 Energy generates 2 Pollution</p> 	<p>Description: Generates Power from nuclear fission</p> <p>Function: Once per Turn can generate up to 4 Energy</p>  <p>for</p>  <p>Building Cost: 4 Building Materials, 4 Energy generates 1 Pollution</p> 
Solar Power Plant	Solar Power Plant	Forest
<p>Description: Generates Power from the Sun</p> <p>Function: Once per Turn can generate up to 1 Energy</p> <p>Roll a D6 if the Result is greater than 2 gain one Energy</p>  <p>Building Cost: 2 Building Materials, 2 Energy generates 2 Pollution</p> 	<p>Description: Generates Power from the Sun</p> <p>Function: Once per Turn can generate up to 1 Energy</p> <p>Roll a D6 if the Result is greater than 2 gain one Energy</p>  <p>Building Cost: 2 Building Materials, 2 Energy generates 2 Pollution</p> 	<p>Description: Place for Nature</p> <p>Function: Once per Turn can remove up to 2 Pollution</p> <p>Roll a D6 if the Result is greater than 4 remove 2 Pollution else 1</p>  <p>Diceroll greater than 4</p>  <p>Building Cost: 2 Building Materials, 2 Energy, 2 Community Support</p> 
Crisis City - Building Card	Crisis City - Building Card	Crisis City - Building Card

Nature Preserve

Description: Place for Animals

Function: Once per Turn can generate 1 Wildlife

Roll a D6 if the Result is greater than 4 generate 1 Wildlife

Diceroll greater than 4

W

Building Cost: 2 Building Materials, 2 Energy ,2 Community Support



Crisis City - Building Card

Recreation Center

Description: PA place for citizens to have Fun

Function: Can generate 1 Community Support, reduces energy by 1



Building Cost: 2 Building Materials, 2 Energy ,2 Community Support



Crisis City - Building Card

Geothermal Power

Effect: 1 Community support, 1 energy every turn



Building costs: 2 Energy, 1 Community Support, 3 Building Materials



Fun Fact: One-fifth of all homes in Sweden are heated with a Geothermal system.

Crisis City - Building Card

Public Transportation System

Effect: 2 Community support, 1 energy every turn



Building costs: 2 Energy, 2 Community Support, 2 Building Materials



Fun Fact: A single full bus can replace up to 40 private cars on the road, significantly reducing traffic congestion and air pollution! In cities like Tokyo and London, efficient public transport systems help cut carbon emissions by millions of tons each year.

Crisis City - Building Card

Recycling Center

Effect: Once per turn, produces 1 Building Material.



Building costs: 1 Energy, 1 Community Support, 2 Building Materials



Fun Fact: Recycling just one aluminum can saves enough energy to power a TV for three hours!

Crisis City - Building Card

Oil Refinery

Effect: Generates 4 Energy per turn but increases Pollution by 2.



Building costs: 3 Energy, 3 Building Materials



Crisis City - Building Card

Gas Power Plant

Effect: Generates 2 Energy per turn but increases Pollution by 1.



Building costs: 2 Energy, 2 Building Materials



Crisis City - Building Card

Water treatment Plant

Effect: Reduces pollution by 1, Generates 1 Wildlife.



Building costs: 3 Energy, 3 Building Materials



Crisis City - Building Card

Fish Farm

Effect: Generates 2 Building materials per turn.



Building costs: 2 Energy, 2 Building Materials, 1 Community Support



Crisis City - Building Card

Wildlife sanctuary

Effect: Generates 1 Wildlife per turn for 1 energy.



Building costs: 1 Energy, 2 Building Materials, 2 Community Support



Crisis City - Building Card

Rewilding corridor

Effect: Generates 1 Community Support per turn, increase Wildlife 1 per turn.



Building costs: 2 Energy, 3 Building Materials, 1 Community Support



Crisis City - Building Card

Eco farms

Effect: Generates 1 Building materials per turn



Building costs: 1 Energy, 2 Building Materials



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