TREATMENT OFFICER GAME ROUND:

1.Perform up to 3 of the following actions:
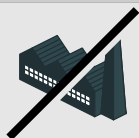
	Build a level 1 Treatment plant: **200**
	Upgrade a level 1 Treatment plant to a level 2 Treatment plant: **400**
	Build a level 1 Treatment plant: **500**

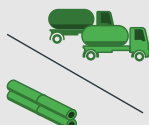|			
	Remove a level 0 Treatment plant: **500**		Build a road for NPK and Sludge transport: **100**
	Build a Mixed Waste transportation: **200**		Build a Separated Waste transportation: **400**
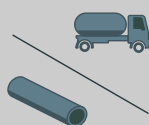
2. An *Event* card may be used if any is applicable.

3. Convert *Mixed Waste* to *Sludge* in level 1 Treatment plants or *Separated Waste* to NPK in level 2 Treatment plants (max 2 *Waste* per plant).

4. Roll the *Conversion die* for level 0 Treatment plant (max 4 Waste).

5. Send *NPK* to *Farms* via *Road* connection.

Optional: 6. Send *Sludge* via *Road* to the *Landfill Hexagon* OR to *Farms* after consulting with *Farming Officer*.

GENERAL GAME ROUND DESCRIPTION:

1. All players take 3 actions, then convert & move their resources.

2. Political decisions:
All players discuss which (if any) of the political decisions are needed. Political decisions are paid primarily with the *City Budget*:

Import food, *REQUIRED*: All *Housing Areas* without *Food* **must** be provided with *Food* through *Import*.

Import NPK: Buy new *NPK* and place on *Farms*.

Vaccination campaign against disease: If there is any Disease, players may pay to remove it from the game.

Take care of remaining Waste, 2 options:
• Dump it in the river.
• Leave it (and risk *Disease*)
Note: Both *Mixed* and *Separated Waste* risk becoming *Disease*.

3. Spread of Disease: Roll the *Disease Die* once for each remaining *Mixed* and *Separated Waste* on the board and once for each *Water Hexagon* containing 4 *Waste* cubes.

4. Check the losing conditions: If any are met - the game is over.

• Is there 4 *Waste* cubes in each *Water Hexagon*?
• Is there 4 or more *Disease* cubes on the board?
• Is there less than 1 *Food* resource per *Housing block* on *Urban Hexagons*?

5. Before the next round:

• Change all cost cards.
• Rotate all roles, one step to the left.
• For every 3 *Housing* block on the board, place 1 new 0-level *Housing* block + 1 *Food* resource in the same Hexagon. If there are already 4 *Housing* blocks in all current *Urban Hexagons*, a new one is converted from *Nature* or *Farm*. Players decide which.
• Every player gets 1000 coins and the *City Budget* gets 500 coins. Unspent money from previous rounds is kept by each player and not rotades with the role.