Start off With a destroyed land with random terrain types (water, mountain, plain, etc.)

dealt a random hand of cards, cards can only be placed on certain tiles (farms on plains, etc.)

Objective balance out all stats (power, pollution, etc.)

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| Terrain types | Improvements |
| Grassland | Farm / Plantation |
| Desert | Mine / Quarry |
| Hills | Camp (hunting) |
| Water | Fishing boat |
| Plains (possible) | Lumber Mill |
| Forest | Wind farm |
|  | Oil |
|  | House |
|  | City |

