

INTERACTIVE ENERGY & CLIMATE SIM GAME GUIDELINES

Here are a few helpful hints for helping you chose your energy profile! Make sure you look at the screen for cost of each item.

These guidelines are based off of Stage 1. Between each stage, a random change generated by the game may affect these guidelines.

Biomass:

- 1 unit will increase both transportation and electrical output by approximately the same amount
- 1 unit will not increase carbon emission

Wind:

- 1 unit will increase electrical output only
- 1 unit will not increase carbon emission

Solar:

- 1 unit will increase electrical output only
- 1 unit will not increase carbon emission

Natural Gas:

- 1 unit will increase electrical output more than transportation output
- 1 unit will increase carbon emission by 0.3

Coal:

- 1 unit will increase electrical output only
- 1 unit will increase carbon emission by 0.5

Petroleum:

- 1 unit will increase transportation output more than energy output
- 1 unit will increase carbon emission by 0.2

Nuclear:

- 1 unit will increase electrical output only
- 1 unit will not increase carbon emission

CO2 Capture:

- 1 unit will not affect transportation or electrical output
- 1 unit will decrease carbon emission by 0.5