

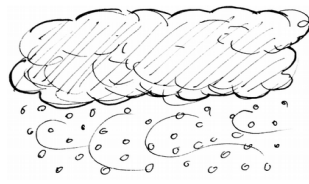
ACTION CARD



Good Weather

The sun is shining and a strong wind is blowing! **Solar thermal energy, small wind turbines, and photovoltaics deliver twice as much energy** in this turn. (Cannot be combined with "Bad Weather", the first card counts.)

ACTION CARD



Bad Weather

The wind is too strong and the sun is hidden in the clouds. **Wind turbines and Photovoltaic systems** can only deliver the energy stored in the batteries. You only get **half of the energy** this turn. (Rounded to your disadvantage).

ACTION CARD

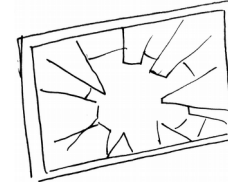


Battery empty

The energy storage of your **wind turbines and photovoltaic systems** is empty.

This round you get only **half the energy** from these. (Rounded to your disadvantage).

ACTION CARD

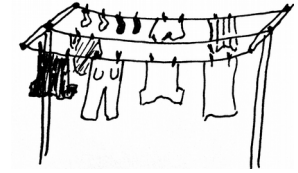


Broken Window

A window is broken and the wind blows through the whole house!

This round you do **not get any energy saving points from insulation.**

ACTION CARD



Air drying Washing

Air drying the washing instead of using an electric drier saves a lot of energy!

Energy need -2
(On Washing Day -4)

ACTION CARD



Broken!

This can be played against every card that produces energy or reduces your energy needs.

That card is **broken** in this round and it costs **two Building Points** to repair it again.

ACTION CARD



Broken!

This can be played against every card that produces energy or reduces your energy needs.

That card is **broken** in this round and it costs **two Building Points** to repair it again.

ACTION CARD



Total Loss

Can be played against any building card.

That card is completely destroyed as a result of an accident and **will be taken out of the game (and put back into the deck of building cards).**

ACTION CARD



Bureaucracy

Sometimes you are powerless in the face of bureaucracy despite your best intentions. All you can do is wait!

You miss your turn this round!

ACTION CARD



Missing Permit

Did you forget to file a claim or did you violate a regulation?

You are not allowed to **play any Building Cards** in this round.

Autarki has been developed by Simone Krüger and Martina Hillbrand.

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More information: www.autarki-game.de.

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ACTION CARD



Dispute

Can only be played against players with 3 or more population points.

If there is no agreement in your village then nothing can be achieved. **You cannot pass your challenge.**

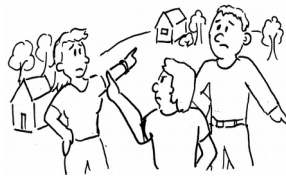
ACTION CARD



Help a Neighbour

In villages it is normal that people help each other out during bad times without expecting a direct reward. You can cancel **one negative Action Card** – then this card is passed on to another player.

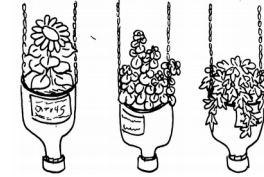
ACTION CARD



NIMBY

Not in my backyard: In theory we are all in favour of renewable energies but not right next to our house. **This round you cannot play any energy Building Cards**, the cards remain yours.

ACTION CARD



Recycling

Instead of throwing things away when they are broken, or not used any more, you can re-use them (or parts) for other things!

+5 Building Points

ACTION CARD



Good Press

The media are excited about your self-sufficient village and suddenly everybody is talking about you!

You can draw three more cards of your choice.

ACTION CARD



Vandalism

Not everybody is your friend: your **biggest food producer** is destroyed by vandalism.

The destroyed card goes into the **discard deck**.

ACTION CARD

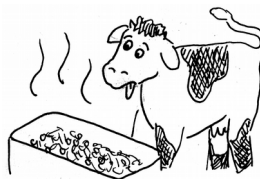


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The destroyed card goes into the **discard deck**.

ACTION CARD



Contaminated Fodder

Your animals are sick because they have eaten contaminated fodder.

-1 food point from each of your animal sources

ACTION CARD



Rainy spring

Highly bred cereal species cannot adjust well to changing environmental conditions. (Cannot be played together with "Very Productive Spring")

-2 food points from each rye and corn card

ACTION CARD



Seed Swap Market

In mono-cultures pests can spread quickly but when you plant lots of different species and races then you will surely also have some that are resistant to the pest. In this way, species richness provides a **protection against pests**.

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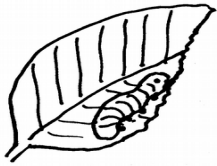
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ACTION CARD

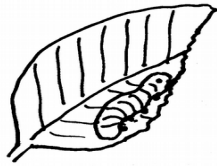


Pest Attack

Natural pests are probably the biggest problem in organic agriculture. You just have to live with a certain insecurity about how much of your harvest survives.

No food points from your biggest food producer this round.

ACTION CARD

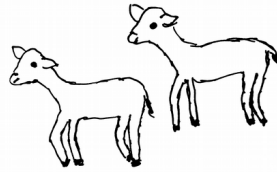


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No food points from your biggest food producer this round.

ACTION CARD



Spring - new life

In spring naturally new offspring are born. Of course, the little calves, piglets and rabbits are not only sweet to look at and to pet...

You get double the food points from all your animals.

ACTION CARD

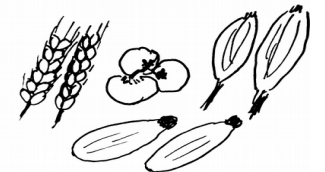


WWOOFer

A volunteer comes to your farm to help and to learn about organic agricultural methods.

With her help you **cancel one negative Action Card played against your food production.**

ACTION CARD



Very productive spring

As farmers we are very dependent on the weather. The right amount of both sun and rain are what is important! (Cannot be played at the same time as "rainy spring".)

+1 food point from all your plants

ACTION CARD



Wild Herb Seminar

What we often call "weeds" are plants that grow on your farm without being sown. If you know how to use them then sorrel, dandelion and stinging nettles turn into valuable food sources!

+2 Food

ACTION CARD



Mad Cow Disease

The Mad Cow Disease has hit your area. Of course, you as organic farm are not to be blamed, but this does not change the effects: Your cows have to be slaughtered (the card goes back in the deck) and in this round you get **no food from animal sources** (except insects).

ACTION CARD



Bird Flu

The Bird Flu has hit your area. You as organic farm are not to be blamed, but this does not change the effects: Your chickens have to be slaughtered (the card goes back in the deck) and in this round you get **no food from animal sources** (except insects).

ACTION CARD

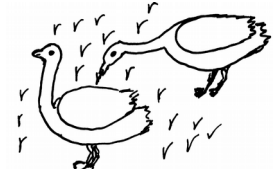


Mushrooms in the Forest

During the right time of the year you can find mushrooms that grow in the forest. If you know which ones are edible then you can cook a tasty meal!

+2 Food

ACTION CARD



Geese coming

Every spring geese migrate from their wintering habitats back to their breeding grounds. On the way they have to put on fat as energy reserves – and they love young cereal plants. Like it or not, you have to share.

-2 food from each cereal

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ACTION CARD



Collect Berries

Strawberries, raspberries, elderberries and many more fruits grow at forest edges. You can collect them and directly eat them or use them, for example, to cook jams.

+2 Food

ACTION CARD

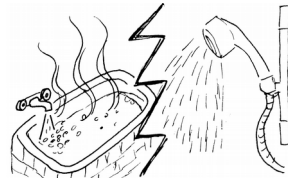


Save Energy

Smart use of energy saves you a lot of costs. Turn down the heating by 1 or 2 degrees, make sure your windows and doors close properly and close the blinds at night!

Energy needs -3

ACTION CARD

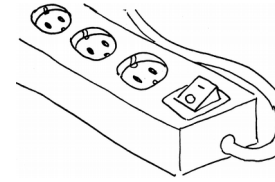


Save Energy

Use hot water sparingly: only turn on the washing machine when it is full, no pre-washing, take a (cold) shower instead of a bath; insulate heating pipes!

Energy needs -2

ACTION CARD



Save Electricity

Some tips for at home: don't use the stand-by mode, defrost your refrigerator, put your freezer in the cellar, use water cookers and pressure cookers, check the energy label when buying electric appliances!

Energy needs -1 EL

ACTION CARD

CHALLENGE



Conference

A conference is being held in your village. With the revenue you get for you next turn **+3 Building Points**.

You need:
Energy: Basic needs (of which at least 1EL)
Food: Basic needs +3

CHALLENGE



Uni-Excursion

A student group comes to visit you village and learn about your methods. You provide food for them.

You need:
Energy: Basic needs (of which at least 1EL)
Food: Basic needs +3

CHALLENGE



School Group

School children would like to learn about life in your village. You have to provide food for them.

You need:
Energy: Basic needs (of which at least 1EL)
Food: Basic needs +3

CHALLENGE



Summercamp

In the summer holidays you host a camp for teenagers. This is a lot of work but it is rewarding: You get **+3 Building Points** next turn.

You need:
Energy: Basic needs +3
Food: Basic needs +6

CHALLENGE

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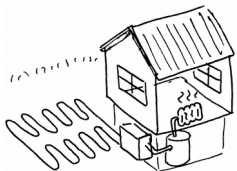
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5 BUILDING

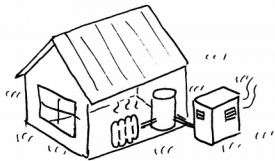


Geothermal Heat Pump

Underground heat collectors extract heat energy from the ground. To make this energy usable, an electrical heat pump is required. Thus you need some electricity (EL) to get more heat energy:

Energy: -1EL → +4
-2EL → +8

4 BUILDING

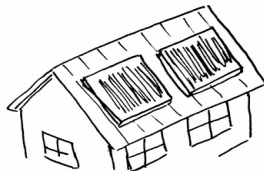


Air-source Heat Pump

Heat collectors extract energy from the air. To make this energy usable, an electrical heat pump is required. Thus you need some electricity (EL) to get more heat energy:

Energy: -1EL → +3
-2EL → +6

2 BUILDING

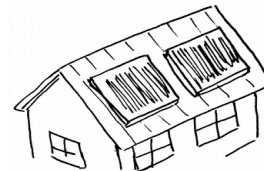


Solar Thermal Energy

Rays of sunlight heat up a special liquid in black collectors on your roof. This liquid is used to heat up water stored in a tank inside your house.

Energy: +1

2 BUILDING

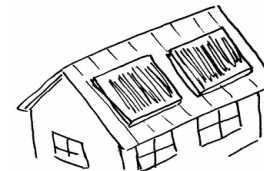


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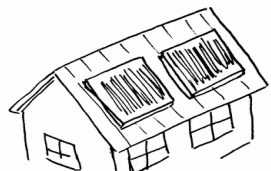


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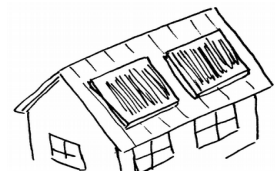


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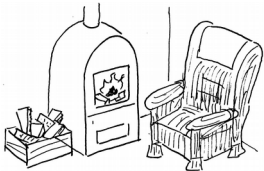


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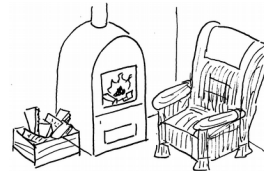


Wood Oven

Fires are comfortable and carbon neutral: When burning logs they only release about as much CO₂ as the trees assimilated when they grew.

Energy: +2

5 BUILDING

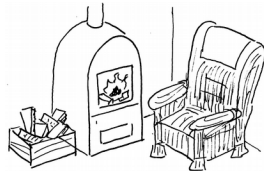


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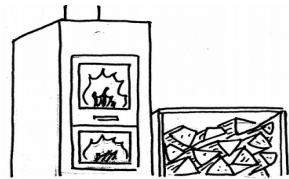
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5 BUILDING

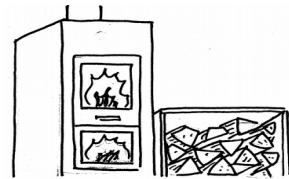


Wood Gasifier Oven

In this oven the wood is first converted into a gas and only then it is burned. In this way you need less wood than with a normal oven and fewer pollutants are emitted.

Energy: +3

5 BUILDING

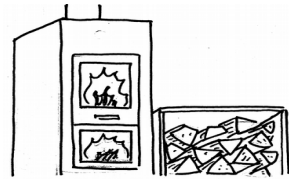


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Energy: +3

2 BUILDING



Biogas for Cooking

Organic waste is converted into biogas by micro-organisms in a fermenting container. This is used to power a gas stove. The remains are used as fertilizer.

Energy: +1

2 BUILDING

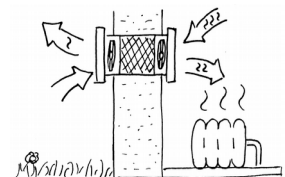


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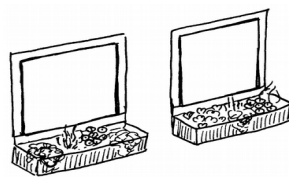


Efficient Ventilation

Houses with a good insulation also need a good ventilation. A ventilation system with heat recovery ensures that less heat is lost with the exhaust air.

Energy need:
-1 per pop. (max -3)

5 BUILDING

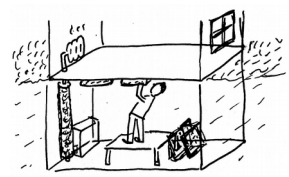


Triple glazed Windows

A lot of heat is lost through windows that are not well insulated. Triple glazed windows are less permeable for heat and also the new frames stop draughts.

Energy need:
-1 per pop. (max -3)

1 BUILDING

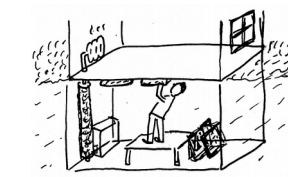


Insulating Cellar Ceiling

In order to avoid losing heat energy into the cellar you can attach insulating material to the ceiling of your cellar. You can also wrap insulating material around water and heating pipes.

Energy need:
-1 per pop. (max -3)

1 BUILDING



Insulating Cellar Ceiling

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Energy need:
-1 per pop. (max -3)

10 BUILDING



Insulating Outside

When you build a house new or renovate it, you can attach insulation systems consisting of insulating panels and several layers of plaster on the walls.

Energy need:
-1 per pop. (max -3)

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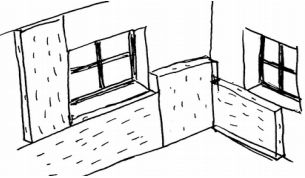
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6 BUILDING



Insulation Inside

Insulation panels can also be attached to the inside of walls. But watch out: if moisture gets to the back of the insulation panels then mould could develop.

Energy need:
-1 per pop. (max -3)

2 BUILDING



Insulation Ceiling of the top-most floor

If your attic is not fully developed you can put insulation material from the top onto the ceiling of the top-most floor, e.g. hemp mattresses or fibreboards.

Energy need:
-1 per pop. (max -3)

2 BUILDING

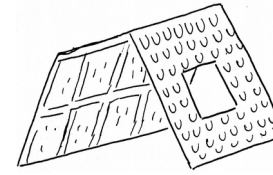


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Energy need:
-1 per pop. (max -3)

3 BUILDING



Roof Insulation

In the roof between the rafters you put insulating material, e.g. fibreboards which conserve the heat. This way your attic stays cool in the summer and warm in winter.

Energy need:
-1 per pop. (max -3)

5 BUILDING



Small Wind Turbine

When the wind turbine is turning, a generator transforms the motion into electric energy. With this, a battery is charged, so that you can also use the electricity when there is no wind.

Energy: +1EL

5 BUILDING

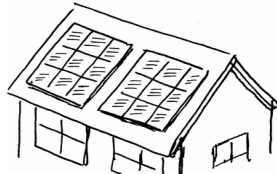


Small Wind Turbine

When the wind turbine is turning, a generator inside it produces electricity. With this, a battery is charged, so that can also use the electric energy when there is no wind.

Energy: +1EL

5 BUILDING

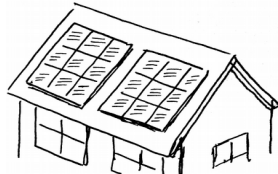


Photovoltaics

Solar cells consist of semi-conductors. When they receive solar energy from sunlight, an electric current is generated. This is used to charge a battery so that you can also use the electricity at night.

Energy: +2EL

5 BUILDING

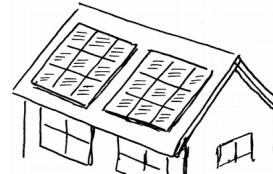


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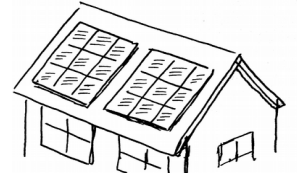


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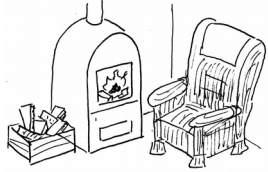
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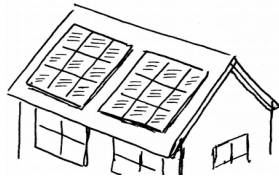
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5 BUILDING**Wood Oven**

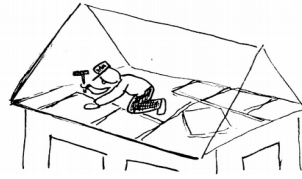
Fires are comfortable and carbon neutral: When burning logs they only release about as much CO₂ as they assimilated when they grew.

Energy:
+1 per pop. (max +3)

5 BUILDING**Photovoltaics**

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Energy: +2EL

2 BUILDING**Insulation Ceiling of the top-most floor**

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Energy need:
-1 per pop. (max -3)

2 BUILDING**Biogas for Cooking**

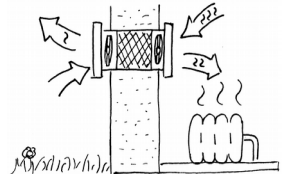
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Energy: +1

5 BUILDING**Small Wind Turbine**

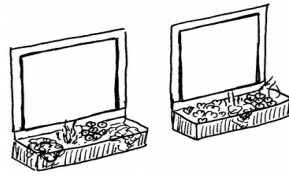
When the wind turbine is turning, a generator transforms the motion into electric energy. With this, a battery is charged, so that you can also use the electricity when there is no wind.

Energy: +1EL

4 BUILDING**Efficient Ventilation**

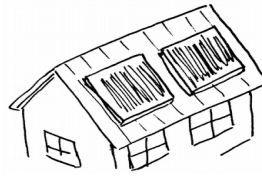
Houses with a good insulation also need a good ventilation. A ventilation system with heat recovery ensures that less heat is lost with the exhaust air.

Energy need:
-1 per pop. (max -3)

5 BUILDING**Triple glazed Windows**

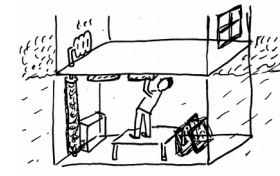
A lot of heat is lost through windows that are not well insulated. Triple glazed windows are less permeable for heat and also the new frames stop draughts.

Energy need:
-1 per pop. (max -3)

2 BUILDING**Solar Thermal Energy**

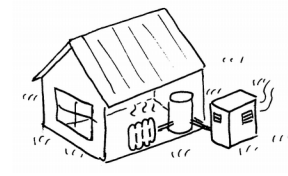
Rays of sunlight heat up a special liquid in black collectors on your roof. This liquid is used to heat up water stored in a tank inside your house.

Energy: +1

1 BUILDING**Insulating Cellar Ceiling**

In order to avoid losing heat energy into the cellar you can attach insulating material to the ceiling of your cellar. You can also wrap insulating material around water and heating pipes.

Energy need:
-1 per pop. (max -3)

4 BUILDING**Air-source Heat Pump**

Heat collectors extract energy from the air. To make this energy usable, an electrical heat pump is required. Thus you need some electricity (EL) to get more heat energy:

**Energy: -1EL → +3
-2EL → +6**

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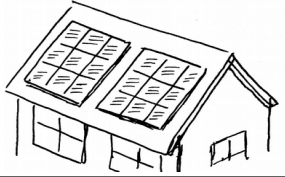
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5 BUILDING

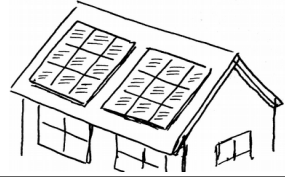


Photovoltaics

Solar cells consist of semi-conductors. When they receive solar energy from sunlight, an electric current is generated. This is used to charge a battery so that you can also use the electricity at night.

Energy: +2EL

5 BUILDING

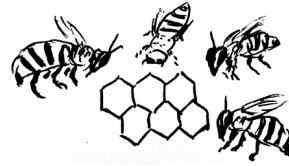


Photovoltaics

Solar cells consist of semi-conductors. When they receive solar energy from sunlight, an electric current is generated. This is used to charge a battery so that you can also use the electricity at night.

Energy: +2EL

1 BUILDING



Bee Hives

Bees are relatively easy to keep and deliver honey, a high quality food product which is a great alternative to refined sugar.

Food: +1

3 BUILDING



Beans in the field

Beans can fixate nitrogen from the air and store it in the soil. This functions like a natural fertilizer that other plants can also benefit from.

Food: +3
and +1 each for cereals

3 BUILDING

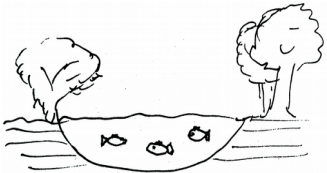


Beans in the field

Beans can fixate nitrogen from the air and store it in the soil. This functions like a natural fertilizer that other plants can also benefit from.

Food: +3
and +1 each for cereals

2 BUILDING



Fish pond

Fish ponds closely representing natural habitats are rather easy in maintenance. But you must not extract the fish at a faster rate than they reproduce!

Food: +2

4 BUILDING

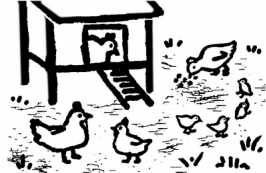


Emmer field

Emmer is an ancient cereal species. Its crop yield is lower than e.g. rye or wheat, but on the other hand it is more resistant to pests and bad weather.

Food: +3

1 BUILDING

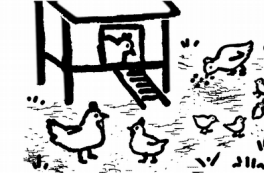


Hen House

Free range hens can find food for themselves, will help to keep pests away from your vegetables and deliver eggs daily - or once a fried chicken.

Food: +1 each round
or once +3

1 BUILDING

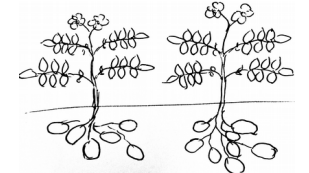


Hen House

Free range hens can find food for themselves, will help to keep pests away from your vegetables and deliver eggs daily - or once a fried chicken.

Food: +1 each round
or once +3

3 BUILDING



Potato field

Apart from the harvest, potatoes do not need a lot of labour input. But they are a very good food source and can also be stored easily.

Food: +5

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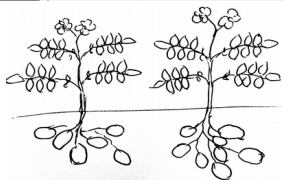
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3 BUILDING

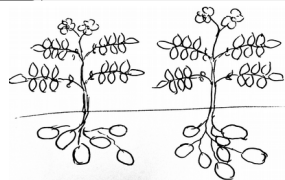


Potato Field

Apart from the harvest, potatoes do not need a lot of labour input. But they are a very good food source and can also be stored easily.

Food: +5

3 BUILDING

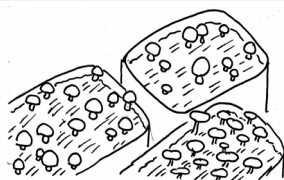


Potato Field

Apart from the harvest, potatoes do not need a lot of labour input. But they are a very good food source and can also be stored easily.

Food: +5

1 BUILDING



Mushroom Culture

Mushrooms are rich in energy and can also be cultivated in a small box in your cellar. Or you can collect them in the forest – but then be careful to not take poisonous mushrooms!

Food: +3

5 BUILDING



Rye Field

Rye is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

3 BUILDING

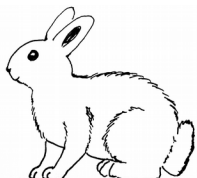


Rape Field

Rape is an oil seed which is today often cultivated for the production of bio-fuels. But you can also use rape-seed oil for cooking.

Food: +2

2 BUILDING

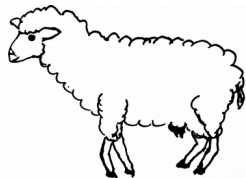


Rabbits

Rabbits can also be eaten. They reproduce quicker than bigger animals like pigs or cows.

Food: +2

3 BUILDING



Sheep

Sheep can live under very modest conditions and are rather easy to keep. They give not only wool but also milk for tasty cheese or lamb meat in the spring.

Food: each round +1
or once +3

5 BUILDING



Corn Field

Corn is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

5 BUILDING



Corn Field

Corn is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

5 BUILDING



Corn Field

Corn is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

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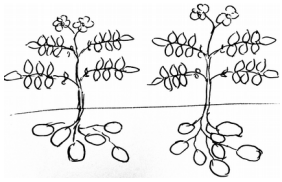
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3

BUILDING



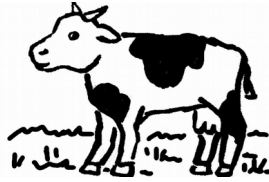
Potato Field

Apart from the harvest, potatoes do not need a lot of labour input. But they are a very good food source and can also be stored easily.

Food: +5

4

BUILDING



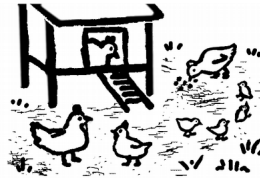
Cow House

Outside on the pastures in the summer and inside in the winter. Cows give milk daily but they can also be slaughtered and eaten.

Food: +2 each round
or once +5

1

BUILDING



Hen House

Free range hens can find food for themselves, will help to keep pests away from your vegetables and deliver eggs daily - or once a fried chicken.

Food: +1 each round
or once +3

2

BUILDING



Lettuce

Growing lettuce is quite a lot of work but the harvest is also big. You only have to keep away pest animals. Chickens can help you there!

Food: +2

3

BUILDING



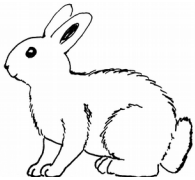
Rape Field

Rape is an oil seed which is today often cultivated for the production of bio-fuels. But you can also use rape-seed oil for cooking.

Food: +2

2

BUILDING



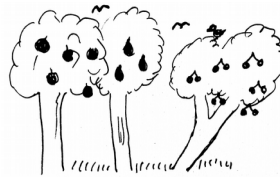
Rabbits

Rabbits can also be eaten. They reproduce quicker than other animals like pigs or cows.

Food: +2

2

BUILDING



Fruit Trees

Fruits are not only a source of important vitamins. An orchard is also a very important but declining habitat for many bird species and other animals.

Food: +2

4

BUILDING



Emmer field

Emmer is an ancient **cereal** species. Its harvest is lower than e.g. rye or wheat, but on the other hand it is more resistant to pests and bad weather.

Food: +3

2

BUILDING



Tomatoes

Tomatoes are not easy because they are very receptive to pests. But in your garden you can grow many different kinds and not only the big, red ones that you can find in the supermarket.

Food: +2

5

BUILDING



Rye Field

Rye is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

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5 BUILDING

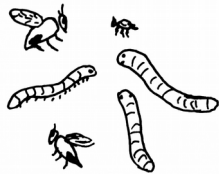


Corn Field

Corn is a highly bred **cereal** species with high yields. In mono-cultures it is susceptible to pests and bad weather and also leaches the soil of nutrients.

Food: +5

1 BUILDING

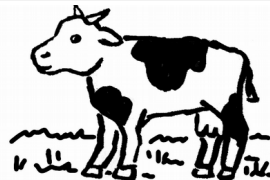


Edible Insects

Insects are a highly nutrient-rich food source and in many countries they are considered a delicacy. They are viewed as an environmentally friendly alternative to meat.

Food: +3

4 BUILDING

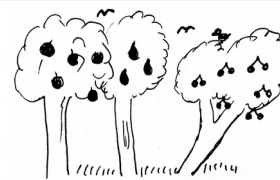


Cow House

Outside on the pastures in the summer and inside in the winter. Cows give milk daily but they can also be slaughtered and eaten.

Food: +2 each round or once +5

2 BUILDING



Fruit Trees

Fruits are not only a source of important vitamins. An orchard is also a very important but declining habitat for many bird species and other animals.

Food: +2

2 BUILDING

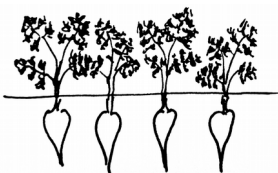


Tomatoes

Tomatoes are not easy because they are very receptive to pests. But in your garden you can grow many different kinds and not only the big, red ones, that you can find in the supermarket.

Food: +2

1 BUILDING



Root Vegetables

Carrots, radishes, and onions, are easy to grow. They do not need a lot of space but the soil has to be tilled deeply so they can grow.

Food: +2

2 BUILDING



Legumes

Peas and beans are not only a good food, rich in proteins. The plants increase the nitrogen content in the soil. They are a natural fertilizer.

Food: +2

2 BUILDING



Cucurbits

Cucurbits, like pumpkin, squash or zucchini are very low maintenance and grow many fruits. They need highly nutrient-rich soils, however.

Food: +3

2 BUILDING



Lettuce

Growing lettuce is quite a lot of work but the harvest is also big. You only have to keep away pest animals. Chickens can help you there!

Food: +2

BUILDING



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CHALLENGE



Daily Life

Also in day to day life everybody has to have food and energy!

You need:
Energy: Basic Needs
Food: Basic Needs

CHALLENGE



Daily Life

Also in day to day life everybody has to have food and energy!

You need:
Energy: Basic Needs
Food: Basic Needs

CHALLENGE



Daily Life

Also in day to day life everybody has to have food and energy!

You need:
Energy: Basic Needs
Food: Basic Needs

CHALLENGE

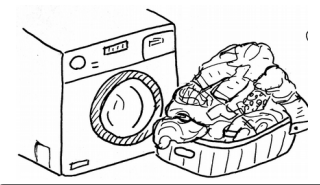


Baking Day

From every sort of cereal (also from corn) you can make bread.

You need:
Energy: Basic Needs +2
Food: Basic Needs +4 from cereals

CHALLENGE



Washing Day

Today everybody is doing their washing. You need a lot of hot water!

You need:
Energy: 4 per population
Food: Basic Needs

CHALLENGE



Hot Summer

The refrigerator and freezer are full to bursting – who wants self-made raspberry-ice-cream?

You need:
Energy: Basic Needs (of which at least 2 EL)
Food: Basic Needs

CHALLENGE



Winter is coming

It is getting cold and everybody turns the heating on.

You need:
Energy: 4 per population
Food: Basic Needs

CHALLENGE



Autarki Online

Everybody wants to check out the new Autarki website. Therefore you need more electricity.

You need:
Energy: Basic Needs (of which 1 EL per 2 pop.)
Food: Basic Needs

CHALLENGE



Film Festival

The open air cinema screens nature documentaries for three days.

You need:
Energy: Basic Needs (of which 1 EL per 3 pop.)
Food: Basic Needs

CHALLENGE

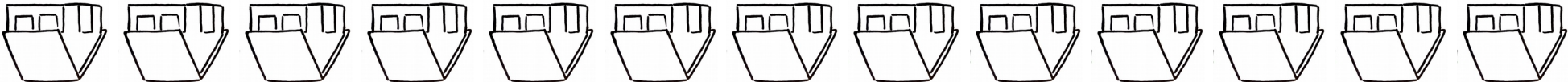


Permaculture Workshop

Many people want to learn more about your agricultural methods and come to visit the workshop!

You need:
Energy: Basic Needs
Food: Basic Needs +3





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CHALLENGE

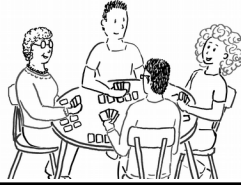


Building a Herb Spiral

For this project you invite helpers from a village close by and offer them dinner in exchange.

You need:
Energy: Basic Needs
Food: Basic Needs +3

CHALLENGE



Board Game Evening

Social interactions and having fun together are also an important part of village life!

You need:
Energy: Basic Needs
Food: Basic Needs +3

CHALLENGE

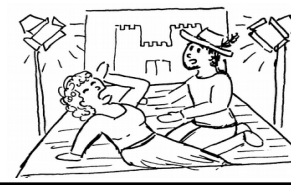


Concert

"The Organic Cow Girls" are in concert – fans from near and far are coming to see them play.

You need:
Energy: Basic Needs (of which at least 1EL)
Food: Basic Needs +3

CHALLENGE



Theatre Play

The youth of the village shows off their love for cultural events. Of course, in the break you can get snacks.

You need:
Energy: Basic Needs
Food: Basic Needs +3

CHALLENGE

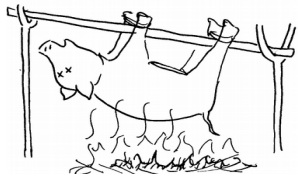


Camp Fire

A warm summer evening at the camp fire with songs and lots of tasty food.

You need:
Energy: Basic Needs
Food: Basic Needs+3

CHALLENGE

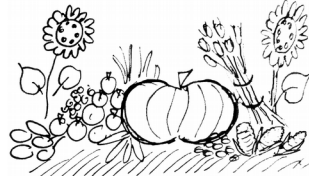


Slaughter Feast

A pig is being slaughtered. A good reason for a feast, as there is easily enough food for everyone, but the rest of the meat needs a freezer.

You need:
Energy: Basic Needs (of which at least 2 EL)
Food: Basic Needs -3

CHALLENGE



Harvest Festival

You are celebrating your harvest! But that also means that on this day you have more food than you can eat.

You need:
Energy: Basic Needs
Food: Basic Needs -3

CHALLENGE

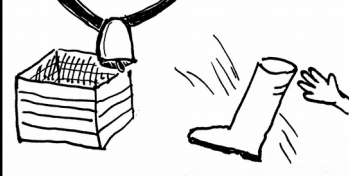


Football Tournament

The guest teams have to be fed as well.

You need:
Energy: Basic Needs
Food: Basic Needs +3

CHALLENGE



Farmer's Golf

You host a tournament of the the new trend sport amongst organic farmers. Neighbours are coming to compete, but they also want to eat.

You need:
Energy: Basic Needs
Food: Basic Needs +3

CHALLENGE

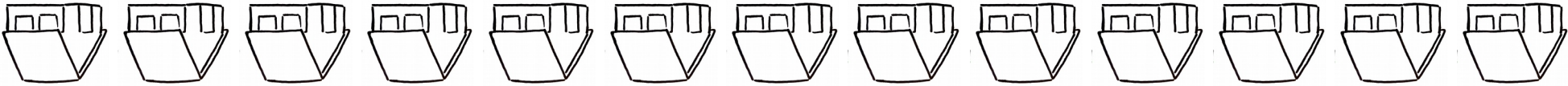


Day Trip

The inhabitants of your village are going hiking and you need extra food for the picnic!

You need:
Energy: Basic Needs
Food: 4 per population





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CHALLENGE**Miss Eco Village**

To prepare for the Miss contest, participants need a hot bath, hair drier, irons, and of course you provide a big buffet for all visitors.

You need:
Energy: Basic Needs+2EL
Food: Basic Needs +4

CHALLENGE**Market Day**

Do you produce more than what is being consumed in your village? Then you get **+1 Building Point** for every **2 extra Food Points** next round!

You need:
Energy: Basic Needs
Food: Basic Needs

CHALLENGE**Vegetarian Cooking**

You host a cooking class because where would be a better place to learn cooking than wherever vegetables can be harvested directly?

You need:
Energy: Basic Needs +2
Food: Basic Needs +4 vegetarian food points

CHALLENGE**Wedding**

For such a big celebration you provide the newly married couple and guests with some extra luxuries.

You need:
Energy: Basic Needs +2
Food: Basic Needs +4

CHALLENGE**Christmas**

For the Christmas celebrations you want it to be warm and cosy - and a big feast!

You need:
Energy: 4 per population
Food: 4 per population

CHALLENGE**Bar Mitzvah**

A Jewish boy in your village celebrates his 13th birthday. A very special day for him and the whole village joins the celebration!

You need:
Energy: Basic Needs +2
Food: 4 per population

CHALLENGE**Eid al-Fitr**

Ramadan, the fasting month for you Muslim inhabitants, ends today. This means a big celebration with a feast – the whole village celebrates together.

You need:
Energy: Basic Needs +2
Food: 4 per population

CHALLENGE**Demonstration**

With a huge demonstration you call for the closure of a nuclear power plant close by. Your village provides food and electricity for the participants.

You need:
Energy: Basic Needs+2EL
Food: Basic Needs +6

CHALLENGE**Day Tourists**

A group of visitors comes to learn about life in your village. You provide them with some tasty self-grown food.

You need:
Energy: Basic Needs
Food: Basic Needs +5

CHALLENGE**Holiday at the Farm**

The visitors help with your work but afterwards they will be very hungry and want a hot shower!

You need:
Energy: Basic Needs +3
Food: Basic Needs +3





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