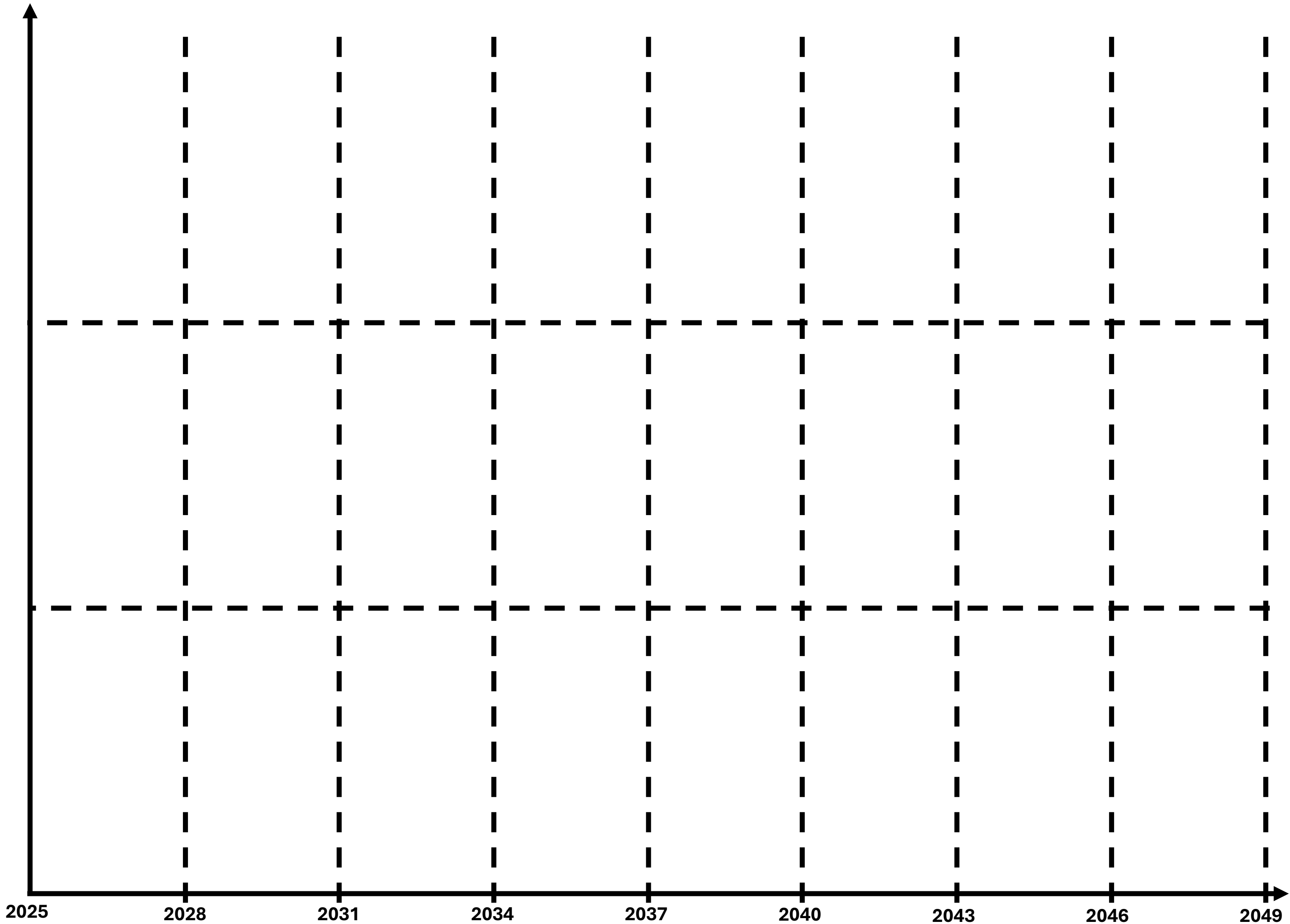






Electrify 20% of Personal Vehicle Fleet Spend 1 Token 	Electrify 20% of Personal Vehicle Fleet Spend 1 Token 	Electrify 20% of Personal Vehicle Fleet Spend 1 Token 	Electrify 20% of Personal Vehicle Fleet Spend 1 Token 	Electrify 20% of Personal Vehicle Fleet Spend 1 Token 	Electrify 50% of Tour Buses Spend 1 Token 	Electrify 50% of Tour Buses Spend 1 Token 	Electrify 10% Residential Heating Spend 1 Token 
Install Large Scale Hydroponic Garden Spend 1 Token 	Install Large Scale Hydroponic Garden Spend 1 Token 	Install Large Scale Hydroponic Garden Spend 1 Token 	BLANK	BLANK	BLANK	BLANK	Electrify 10% Residential Heating Spend 1 Token 
Build Renewables Generate 1 Token	Build Renewables Generate 1 Token	Build Renewables Generate 1 Token	Generate 1 Token	Generate 1 Token	Home Efficiency Generate 2 Tokens	Home Efficiency Generate 2 Tokens	Home Efficiency Generate 2 Token

1 TURN – 3
Years

Generate 3 Tokens	Generate 3 Tokens	Generate 3 Tokens	Generate 3 Tokens
Electrify 50% of Commercial and Industrial Heat Spend 1 Token 	Electrify 50% of Commercial and Industrial Heat Spend 1 Token 	Build a Commercial Composting Facility Spend 2 Tokens  	Electrify Public Transportation Spend 1 Token 

Cruise Port Electrification Spend 3 Tokens 	Build New Energy Efficient Housing Spend 2 Tokens 
EVENT CARD Low Water Year Sitka has experienced a series of low water years, you have to give up 2 existing tokens 1 Bonus Point	
EVENT CARD New High Energy Use Industry A new industry is interesting in starting in Sitka but they require 6 generation tokens to operate 3 Bonus Points	EVENT CARD New Port Policy New federal policy requires that

EVENT CARD #3 Spend 3 Tokens	EVENT CARD #1 Alternative Marine Fuels There is a push for alternative marine fuels to be used in Sitka. This would require local production and storage of these fuels. To accept this event, it requires 3 generations and 3 turns. 4 Bonus Points	
EVENT CARD #2 Low Water Year Sitka has experienced a series of low water years, you must give up 2 existing. You receive the bonus point if you can move around generation to still implement all your current goals. You can add diesel tokens if needed. 1 Bonus Point	EVENT CARD #3 New Medium/Low Energy Use Industry A new industry is interested in starting in Sitka but they require 3 generation tokens to operate 2 Bonus Points	
EVENT CARD #4 New High Energy Use Industry A new industry is interesting in starting in Sitka but they require 6 generation tokens to operate and requires 2 turns 3 Bonus Points	EVENT CARD #5 New Aviation Policy New federal policy requires electrification measures at airports. This includes things like alternative fuel storage, electric shuttles, aircraft tractors, etc. You must give up 2 generation tokens	

Event Card #6 High Water Year Sitka experiences a series of high water years. You are given an additional 2 existing generation tokens.	Event Card #7 Utility Scale Storage Available Utility scale storage becomes available in Sitka. This can generate 3 tokens but requires 2 turns. Play Event Card #7 on your Timeline Mat if you want this generation
Event Card #8 Business as Usual	

Generate
15
Tokens