

City Building Menu

Per Unit	Category	Advantages	Disadvantages	Jobs Provided (Number of Employees)	Price (USD)	City Income (USD)	Quality of Life (QOL) (Points)
House	Household	Provides 1 household	May occupy too much space	1	\$1	-	-
Apartment (=5 households)	Apartment	Provides 5 households	Must consider employment opportunities for citizens	-	\$6	+\$4	-
School	School	Educates 15 households	Standard quality of education	1	\$2	-\$1	+1
Magnet Schools	School	Upgrades education and city's QOL	-	1	\$3	-\$1	+3
College	School	Upgrades education and city's QOL	-	1	\$4	-\$1	+4
Store/Market	Stores	Provides goods for 8 households	Limited number of goods	1	\$1	+\$1	-
Supermarket	Stores	Serves 20 households	Can become expensive	2	\$8	+\$4	+2
**First Responder	Employers	Includes civil law, fire, and emergence response	-	1	\$1	-\$1	+1
*Hospital	Technology	Increases health within city	Can become expensive	2	\$12	-\$2	+3
*Parks & Recreation	Employers	QOL increases for city	-	1	\$2	-\$1	+2
Museum	Employers	Adds cultural history to the city	-	1	\$10	+\$2	+5
Manufacturer	Employers	Provides jobs and city income	Can contribute to poor air quality	3	\$4	+\$4	-1
Office	Employers	Provides city income	-	2	\$5	+\$8	+1
Internet	Technology	Service provided for 10 households	-	0	\$4	-\$1	-
Fossil Fuels (Energy)	Energy	Service provided for 10 households	Provides energy (coal, gas, etc.) with negative environmental impacts	0	\$4	-\$1	-1
Clean Energy	Energy	Service provided for 10 households	Provides energy (coal, gas, etc.) with neutral environmental impacts	0	\$7	-\$1	+1

***Required in Round I**

****Required in Round II**

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