



(Acid  
rain)



Pay 60 SC for soil deacidification.



# (GREENHOUSE EFFECT)

Pay 90 SC  
to reduce CO2 emissions.





# ( WATER POLLUTION )

Pay 150 SC to clean up rivers.



# (OZONE HOLE)

Pay 120 SC for action to  
reduce the ozone hole.





# (SOIL DEGRADATION)

Pay 325 SC for soil  
remediation.





## (Energy Self-Sufficient Buildings)

Pay 100 SC to upgrade buildings unless you own a Renewable Energy Plant.





## ( Smart city lighting )

Pay 100 SC for lighting upgrades.





## **(Control of water and energy consumption)**

Pay 45 SC for the installation of smart meters.





# ( Climate Change )

All players contribute 200 SC  
to educate residents about  
climate change.





# (Endangered species)

Pay 95 SC to protect  
endangered species.





# ( Air pollution )

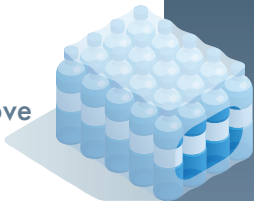
Pay 180 SC to change heating systems in homes.





## **Microplastics in waters**

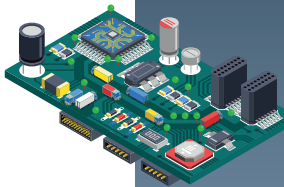
Pay 110 SC for filters that remove  
microplastics from waters.





# (Electronic waste)

Pay 250 SC for proper disposal  
of electronic waste.





## (Overuse of resources)

Pay 350 SC to establish sustainable natural resource management programs.





## ( Noise pollution )

Contribute 225 SC to the fund to  
fight noise pollution in the city.





## (Community Support)

Pay 165 SC for community programs such as homeless shelters, food banks or educational programs for underprivileged children.

