HOW TO PLAY
Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your coal power station to the National Grid. Any remaining money can be saved and used in your next turn. You have to connect:

- COAL FURNACE to the BOILER
- BOILER to the TURBINE
- TURBINE to the PYLON

The first person to produce electricity wins!

DICE ROLLS
1 = Fined for CO₂ emissions, lose all your saved money!
2 = £20,000
3 = £30,000
4 = £40,000
5 = £50,000
6 = Fined for SO₂ emissions, lose all your saved money!
** HOW TO PLAY **

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your gas power station to the National Grid. Any remaining money can be saved and used in your next turn.

You have to connect:

- **LIQUID METHANE CANISTERS** to the **DECOMPRESSION TANK**
- **DECOMPRESSION TANK** to the **FURNACE**
- **FURNACE** to the **BOILER**
- **BOILER** to the **TURBINE**
- **TURBINE** to the **PYLON**

The first person to produce electricity wins!

** DICE ROLLS **

1 = Political unrest! £0!
2 = £20,000
3 = £30,000
4 = £40,000
5 = £50,000
6 = Fined for CO₂ emissions, lose all your saved money!
HOW TO PLAY
Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect geothermal power station to the house. Any remaining money can be saved and used in your next turn.

You have to connect:
COLD WATER OUT to the HOT ROCKS
HOT ROCKS to HOT WATER IN
PUMPING STATION to the HOUSE

The first person to produce electricity wins!

DICE ROLLS
1 = £10,000
2 = £20,000
3 = £30,000
4 = £40,000
5 = Government grant, gain £80,000!
6 = Subsidies withheld! £0!
**HOW TO PLAY**

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your nuclear power station to the National Grid. Any remaining money can be saved and used in your next turn.

You have to connect:

- **NUCLEAR REACTOR** to the **BOILER**
- **BOILER** to the **TURBINE** and the **COOLING TOWER**
- **TURBINE** to the **PYLON**

The first person to produce electricity wins!

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**DICE ROLLS**

1 = £10,000
2 = £20,000
3 = £30,000
4 = £40,000
5 = £50,000
6 = Deal with the waste! Lose all your saved money.
**SOLAR
ENERGY ACTIVITY SHEET**

£20,000  
£30,000

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**HOW TO PLAY**

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect your solar panels to the houses. Any remaining money can be saved and used in your next turn.

You have to connect:

**THREE SOLAR PANELS** to the **THREE HOUSES**

The first person to produce electricity wins!

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**DICE ROLLS**

1 = £10,000  
2 = £20,000  
3 = £30,000  
4 = £40,000  
5 = £50,000  
6 = Cloud cover! £0!
HOW TO PLAY
Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect your wind turbine to your houses.

Any remaining money can be saved and used in your next turn.

You have to connect:
WIND TURBINE to the TWO HOUSES

The first person to produce electricity wins!

DICE ROLLS
1 = £10,000
2 = £20,000
3 = £30,000
4 = £40,000
5 = £50,000
6 = No wind! £0!