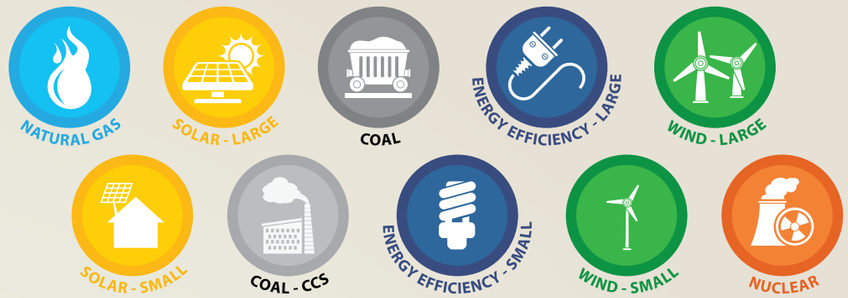
TEAM 1

DIRECTIONS

1. Fill the grid w˙th energy sources at the lowest total cost.
2. Energy sources must be hor˙zontal and cover the ent˙re gr˙d. They can not go outs˙de the gr˙d. You may use any comb˙nat˙on of energy sources.
3. TOTAL COST (Purchase Cost) + (Annual Cost x 30) + (CO_2 x CO_2 Cost x 30)
4. The 1st round of the game w˙ll not have a CO_2 cost, so th˙s w˙ll be zero.
5. Now, go GENERATE!

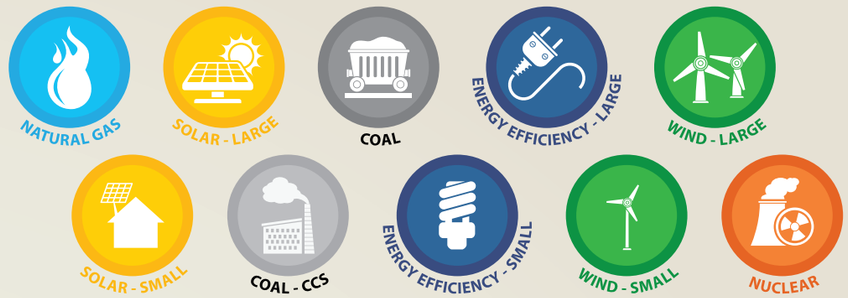


COMPLETELY COVER THE GRID
WITH ENERGY SOURCES

TEAM 2

DIRECTIONS

1. Fill the grid with energy sources at the lowest total cost.
2. Energy sources must be horizontal and cover the entire grid. They can not go outside the grid. You may use any combination of energy sources.
3. TOTAL COST (Purchase Cost) + (Annual Cost x 30) + (CO_2 x CO_2 Cost x 30)
4. The 1st round of the game will not have a CO_2 cost, so this will be zero.
5. Now, go GENERATE!

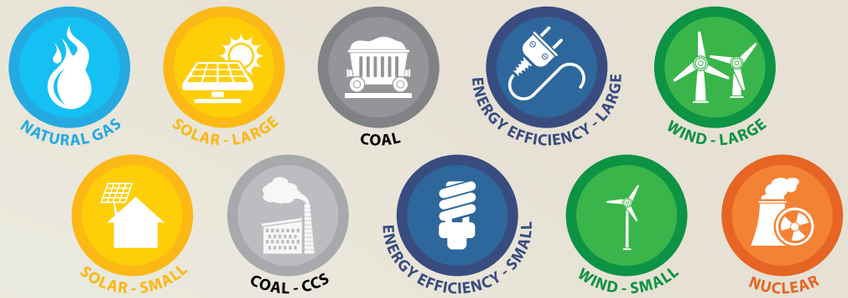


COMPLETELY COVER THE GRID
WITH ENERGY SOURCES

TEAM 3

DIRECTIONS

1. Fill the grid with energy sources at the lowest total cost.
2. Energy sources must be horizontal and cover the entire grid. They can not go outside the grid. You may use any combination of energy sources.
3. TOTAL COST (Purchase Cost) + (Annual Cost x 30) + (CO_2 x CO_2 Cost x 30)
4. The 1st round of the game will not have a CO_2 cost, so this will be zero.
5. Now, go GENERATE!

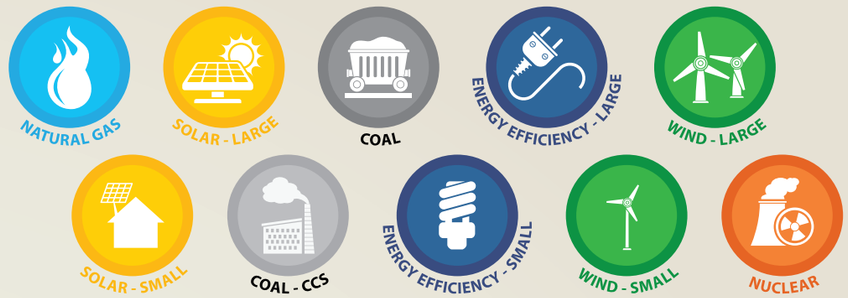


COMPLETELY COVER THE GRID
WITH ENERGY SOURCES

TEAM 4

DIRECTIONS

1. Fill the grid w˙th energy sources at the lowest total cost.
2. Energy sources must be hor˙zontal and cover the ent˙re gr˙d. They can not go outs˙de the gr˙d. You may use any comb˙nat˙on of energy sources.
3. TOTAL COST (Purchase Cost) + (Annual Cost x 30) + (CO_2 x CO_2 Cost x 30)
4. The 1st round of the game w˙ll not have a CO_2 cost, so th˙s w˙ll be zero.
5. Now, go GENERATE!

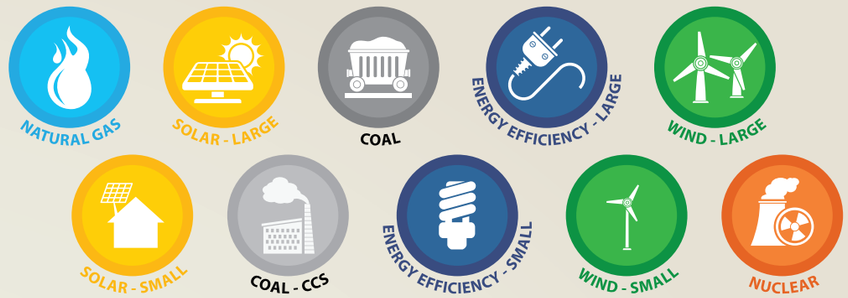


COMPLETELY COVER THE GRID
WITH ENERGY SOURCES

TEAM 5

DIRECTIONS

1. Fill the grid w˙th energy sources at the lowest total cost.
2. Energy sources must be hor˙zontal and cover the ent˙re gr˙d. They can not go outs˙de the gr˙d. You may use any comb˙nat˙on of energy sources.
3. TOTAL COST (Purchase Cost) + (Annual Cost x 30) + (CO_2 x CO_2 Cost x 30)
4. The 1st round of the game w˙ll not have a CO_2 cost, so th˙s w˙ll be zero.
5. Now, go GENERATE!



COMPLETELY COVER THE GRID
WITH ENERGY SOURCES