

1. What are the two types of costs in this game? How are they different?
  
  
  
  
  
  
  
  
  
  
2. Pick an attraction, then look at both of its costs. What kinds of expenses do you think those costs cover?
  
  
  
  
  
  
  
  
  
  
3. Consider any new vocabulary you encountered while playing the game. (The glossary on page 14 of the rulebook is a great place to see these words in one place!) What vocabulary do you think would be most valuable if you were a business owner? Write definitions in your own words.
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4. Which type(s) of renewable energy had the most consistent pricing throughout the game? Why do you think that is?
  
  
  
  
  
  
  
  
  
  
5. Which type(s) of renewable energy has the most inconsistent pricing? Why?
  
  
  
  
  
  
  
  
  
  
6. Look back at the news cards for your game. What general relationship can you find between solar and wind energy? Think about how conditions for solar and wind change over the course of the day. Why do you think that relationship exists?

7. How did the price of fossil fuels change over time?
  
8. In the real world, fossil fuel prices (e.g., the price of oil) are not as consistent. However, there are forces beyond the market which could make the price rise more steadily. For example, some proposed versions of a carbon tax would scale up over time. Why might such a step be taken?
  
9. What is realistic about the game? What is unrealistic? Why do you think the game was designed with those elements of reality/unreality?