

E^C_{QU}OLOPOLY

Equo and Ecologic game







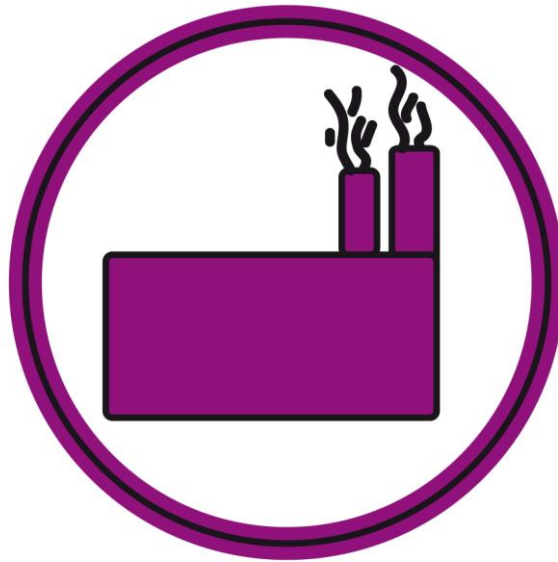
Justice reform



-Public Justice (-10Z, +1E)

-Private Justice (-6E)

Pollution Problem



- Nuclear Energy ($-2E$, $-20Z$)
- Fossil Fuels ($-5E$, $-30Z$)
- Renewable sources ($-5Z$)

Health Reform



- Public Health (+5E, -20Z)
- Private Health (-5E, +5Z)

Accident

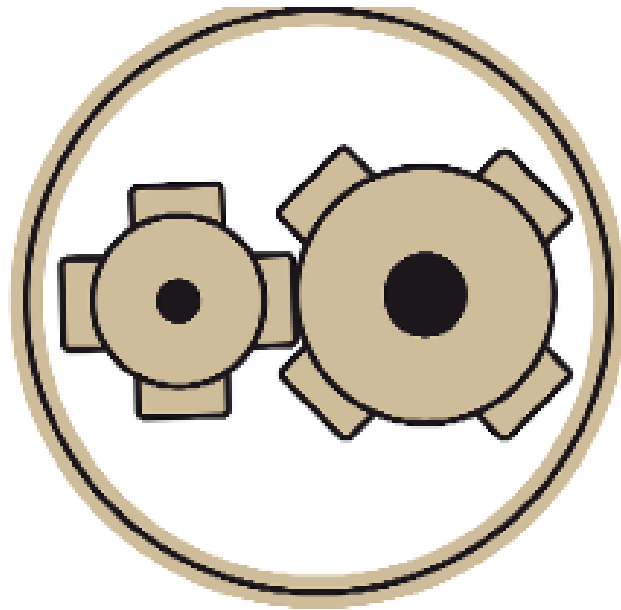


Stock investments



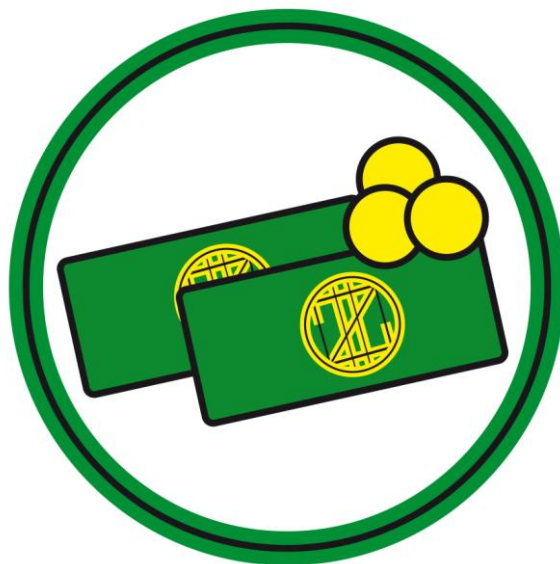
- the number (money invested x3)
- if the number is odd or even
(money invested x2)

New scientific discoveries



- Free access: $(-20Z, +5E)$
- Private access: $(+15Z, -5E)$

Efficient Economical Reform



$-(+20Z)$

Lack of Food



- Import food from an other country (-20Z)
- Declare war against an other country
 - If you win (+your and other's player investment, -5E)
 - If you loose (-your and other's player investment, -15E)

Internal Revolt



- Accept the conditions (+8E, -10Z)
- Repress (-5E, +5Z)