

TERRA NORDICA

The Nordic Land-Negotiation Game





Nordregio

TERRA NORDICA:

The Nordic Land-Negotiation Game

A GAME OF LAND, POWER, AND THE FUTURE OF GREEN TRANSITION

Welcome to Terra Nordica — a land where the winds of change sweep across fjords, forests, fishing villages and forgotten roads. Here, prosperity and preservation are in constant negotiation. Will your community forge a future of renewable wealth, social equity, and thriving ecosystems — or will the push for green growth fracture local trust?

In this game, you step into the shoes of local decision-makers navigating tough trade-offs: Where should the wind turbines go? What investments will benefit the whole community? How can development be just and sustainable — not just profitable?

There are no easy wins. Every decision has consequences — some predictable, others hidden. In Terra Nordica, you don't play to win. You play to learn what it takes to make the green transition fair, inclusive, and real.



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GAME INSTRUCTIONS:

The goal of the game is to simulate land-use negotiations in various Nordic contexts. Players will work with fictional communities to explore pathways toward a prosperous future. Through rounds of negotiation, your group will address the challenges posed by new energy developments — balancing their social and environmental impacts with the financial benefits they bring. The ultimate objective is to create a foundation for equitable development, even in scenarios where current industrial activities have ceased. As a simulation of life, you cannot win – but you can probably lose.

Game time: c. 45 minutes, depending on group size.

Players: 2-8 per group. The game works best with a game master who handles the Bank, keeps time and moderates discussions.

Material: In addition to the printable material available, you need a D&D dice set.

Acknowledgements

This game was developed under the 2021-2024 Thematic Group on Green and Inclusive Rural Development and is based on Nordregio research results on just green transition and land-use issues. The game is developed by Hilma Salonen with comments and support from Lisa Pelling (Arena Idé), Elin Slätmo, Miia Itänen, Anne Katrine Ebbesen, and other Nordregio colleagues.



TASKS OF THE GAME:

(FOR GAME MASTERS)

TASK 1: Read through the location description and the four options to choose from. In Denmark and Finland, the group decides on the placing of a wind park and then invests the revenues. In Sweden and Norway, the group decides on two investment rounds of revenues from industrial activity.

Advice time: 5 minutes

TASK 2: Make a decision on where to place the energy infrastructure in a spot in the map **Or** decide on the object of the first round of investments.

Advice time for discussion: 5-10 minutes

TASK 3: Read the location/investment note. Roll the dice for risk/reward (see location/investment note) and distribute the money tokens.

TASK 4: Use the money tokens by choosing investments from the Bank.

Advice time for negotiation: 5 minutes.

TASK 5: Prompt the group to answer the questions in your location/investment note. The group has 7 minutes to answer both questions, involving all group members, to get the social / biodiversity tokens. If they succeed, distribute the tokens.

Time: Use an alarm to clock the discussion for 7 minutes.

TASK 6: Use the social/biodiversity tokens by choosing investments from the bank.

Advice time for discussion: 5 minutes.

TASK 6: Final Risk realization round. Follow the instructions of the note.

TASK 7: Advice the group to write the Public statement note and choose a person to hand it to the moderator.

Advice time for write-up: 10 minutes

TASK 8: The moderator (game master or external person) reads the Public statement aloud and interviews the spokesperson of their choices.

LOCATION: BØVLING, DENMARK

Main problem: Population decline, labour shortage. **Needs:** New people to maintain public services, climate action plan.

Nowadays the modest fishing town of Bøvling is mainly known for its summer houses and beautiful views, yet its long maritime roots are deeply engrained in this small steadfast community's spirit. Huddling from the wind in the pebble-stoned coast of the Baltic Sea, Bøvling is used to weather the storms. But will the high mills of a new off-shore wind park cast a divisive shadow over this change-resistant Danish community?





LOCATION: BØVLING, DENMARK

LOCATION 1: Out on the open sea, near fisheries. Possible conflict with: fishing, operational costs, weather. Collect: one money token, three biodiversity tokens.

LOCATION 2: Marine coastal area. Possible conflict with: leisure activities like sailing, tourism. Collect: one money token, one biodiversity token.

LOCATION 3: Marine coastal area near the harbour. Possible conflict with: transport routes, residents. Collect: two money tokens, two biodiversity tokens.

LOCATION 4: Marine coastal area. Possible conflict with: biodiversity, fish nursery grounds. Collect: four money tokens.

LOCATION 1: Out on the open sea, near fisheries. Possible conflict with: fishing, operational costs, weather

Collect the following benefits: 1 money token, 3 biodiversity tokens.

Roll the Risk & Reward Dice: If the sum is 1-2, collect three money tokens more. If the sum is 3-6, collect one more money token. If the sum is 7-9, the investments was too risky and you get no more profits.

Discuss the following questions:

1. How can actors with less leverage powers, such as individual fishers, be better involved in the decision-making process?
2. What kind of previous negative experiences you need to consider when planning the use of this maritime space? If you manage to answer these questions, you may collect 1 more biodiversity token.

LOCATION 2: Marine coastal area. Possible conflict with: leisure activities like sailing, tourism

Collect first the following benefits: 1 money token, 1 biodiversity token. Roll the Risk & Reward Dice: If the sum is 1-2, collect four money tokens more. If the sum is 3-5, collect two more money tokens. If the sum is 6-7, collect one more money token. If the sum is 8-9, the disturbance to tourism negates your profits and you get no more money tokens.

Discuss the following questions:

1. Which are all the actors you need to take into consideration when building in this location?
2. Should the interests of second-home owners and tourists be considered in the same extent as permanent residents? If you manage to answer these questions, collect 2 more biodiversity tokens.



LOCATION 3: Marine coastal area near the harbour. Possible conflict with: transport routes, residents

Collect first the following benefits: 2 money tokens, 2 biodiversity tokens. Roll the Risk & Reward Dice: If the sum is 1-2, collect two money tokens more. If the sum is 3-5, collect one more money token. If the sum is 6-9, the disturbance to harbour activities negates your profits and you get no more money tokens.

Discuss the following questions:

1. Are there any synergies between harbour activities and wind power installations that could help ease the potential conflict? Which actors should then be involved from the beginning? 2) Having wind turbines this close to the city will change the identity of the village the most. How would you use that as a benefit to create a new future narrative for the community? If you manage to answer these questions, collect 3 biodiversity tokens."

LOCATION 4: Marine coastal area. Possible conflict with: biodiversity, fish nursery grounds

Collect the following benefits: 3 money tokens. Roll the Risk Reward Dice: If the sum is 1-2, environmental reviews take so much time and resources that they negate your profits and you receive no more money tokens. If the sum is 3-4, collect one more money tokens. If the sum is 5-6, collect two more money tokens. If the sum is 7-9, collect three more money tokens.

Answer the following questions:

1. How could off-shore wind farms be designed in a way that supports biodiversity to balance off their impacts?
2. If you need to accept the fact that this location harms marine nature more than others, how do you plan to communicate about the possible hazards and to whom? If you manage to answer these questions, collect 2 biodiversity tokens.

TOKENS BUY:

1 money token: fast internet / better road / one gas station / instagrammable urban art area

2 money tokens: more ferry routes to Sweden / trendy vegan fish restaurant

3 money tokens: new houses built / digital health clinic

4 money tokens: green industrial park / electric aviation connection to Germany

1 biodiversity token: clean coastlines / migratory birds

2 biodiversity tokens: research program cooperation on ecology of the coastline / grant for advancing circular economy in the area

3 biodiversity tokens: certificate for sustainable fishing or tourism / healthy fisheries for the future

4 biodiversity tokens: membership in a network of climate action municipalities working towards climate plans

FINAL RISK REALISATION ROUND

Roll the D9 dice. If the sum is 1-2, the municipality gets targeted in a social media campaign bringing together dissatisfied leisure sailors from across the country. If the sum is 3-4, all new jobs related to the wind park are taken by people commuting to Bøvling from the regional center. If the sum is 5-7, fisheries have suffered notable damages, leading to hardening opposition against the windpark. If the sum is 8-9, heavy winds damage the windpark, closing down operations and leading to heavy dismantling costs to the municipality.

LOCATION: KRAKKEN, NORWAY

Main problems: Lack of public and private services, bad roads and internet connection, generally lagging behind. **Needs:** A new narrative of hope and new things to come.

Tucked away in a picture-perfect fjord, the tiny village of Krakken is a spot where time runs just a little bit slower. Most people commute to work in the nearby industrial center, but in recent years they have noticed the mental distance with the city getting longer with worsening road conditions, slower internet and little shops closing around them. Could the decision to place the new hydrogen power plant in Krakken connect the locals to the modern world again? Or will it just destroy the beautiful vistas that used to make up for the lack of services?



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LOCATION: KRAKKEN, NORWAY

INVESTMENT 1: Industrial area with further processing of hydrogen and its byproducts. Benefits focused on: National climate goals, regional economic growth, job creation. Collect three money tokens.

INVESTMENT 2: Investing on the future of the port. Benefits focused on: Regional economic growth, job creation, municipal tax revenues. Collect one social token and one money token.

INVESTMENT 3: Focus on attracting and integrating new residents, housing. Benefits focused on: attracting new residents, maintaining public services, community building efforts. Collect three social tokens.

INVESTMENT 4: Focus on growing small and medium-sized enterprises in the area. Benefits focused on: Small-scale local economic growth, social well-being. Collect two money tokens and two social tokens.

INVESTMENT 1: Industrial area with further processing of hydrogen and its byproducts.

Aims for: National climate goals, regional economic growth, job creation.

Collect the following rewards: 3 money tokens. Roll the Risk & Reward dice: If the sum is 1-3, the municipality receives an investment from the state to further invest in the green industrial park near the plant and make it a national flagship project. Place it on the map and collect four money tokens. If the sum is 4-6, collect two more money tokens. If the sum is 7-8, collect one more money token. If the sum is 9-12, profits take more time to come and you receive no money.

Answer the following questions:

1. Development of this extent will have a big impact on the local community. How and who are you going to engage from the start to ensure that everyone stays included in the process?
2. How will you diversify the immediate benefits of the industrial area to invest in the long-term development of the town? After answering these questions, collect one more money token and one social token.

INVESTMENT 2: Investing in reforming the port to handle more demanding cargo.

Aims for: Regional economic growth, job creation, municipal tax revenues.

Collect the following rewards: 1 money token, 2 social tokens. Roll the Risk & Reward dice: If the sum is 1-4, the investment was too ambitious and brings you no further profit. If the sum is 5-7, collect one more money token. If the sum is 8-10, collect two more money tokens. If the sum is 11-12, collect three more money tokens.

Answer the following questions: 1) How big of a risk is this investment for the municipality, and what opposing views should you consider already at this point? 2) What social benefits will justify a municipal investment of this scale a) now and b) in 20 years' time? After answering these questions, collect 2 social tokens more.



INVESTMENT 3: Focus on attracting and integrating new residents, housing.

Aims for: attracting new residents, maintaining public services, community building efforts

Collect the following reward: 3 social tokens. Roll the Risk & Reward dice: If the sum is 1-2, the investment was too optimistic and brings you no further profit. If the sum is 3-6, collect one more money token. If the sum is 7-10, collect two more money tokens. If the sum is 11-12, collect three more money tokens.

Answer the following questions:

1. How can you use new industries and businesses to make the area attractive to also for women and other groups not traditionally working in heavy industries?
2. How will you ensure that newcomers integrate to the community so there's less risk of social divisions? After answering these questions, collect 2 more social tokens.

INVESTMENT 4: Focus on growing small and medium-sized enterprises in the area.

Aims for: Small-scale local economic growth, social well-being.

Collect the following rewards: 2 money tokens, 2 social tokens. Roll the Risk & Reward dice: If the sum is 1-3, the factory wholly relies on external work force and you get no profit. If the sum is 4-7, collect one more money token. If the sum is 8-11, collect two more money tokens. If the sum is 12, collect three more money tokens.

Answer the following questions:

1. Can you use these investments in addressing more long-term development needs in the area, and how?
2. What kind of stakeholders should you engage here from the beginning, and who would be at risk of being neglected? After answering these questions, collect 1 more social token.

TOKENS BUY:

1 money token buys: Road renovation / faster broadband / new gas station

2 money tokens buy: New padel park / new grocery store / new housing area

3 money tokens buy: Solar power park / Harbour modernization

4 money tokens buy: Green steel plant / Green industrial park focusing on innovation projects

1 social token buys: New school equipment / New annual cultural festival

2 social tokens buy: Hybrid education program for engineers / BBC special feature attracting tourists looking for magical fjord experience for years to come

3 social tokens buy: Electric aviation air field / Jobs for the service sector

4 social tokens buy: New school / On-site education program for engineers

FINAL RISK REALISATION ROUND.

Roll the D12 dice. If the sum is 1-3, the hydrogen plant remains profitable but detached from the city, using mainly external work force and services. If the sum is 4-6, there develops a strange smell around the plant, making national news and impacting the way newcomers view the city. If the sum is 7-10, the company running the power plant runs into financial difficulties and the plant is closed within 10 years. If the sum is 11-12, there is a notable accident in the plant with grave concerns for safety and high costs to taxpayers.

LOCATION: SKINNSKATTEMYREN, SWEDEN

Main problems: Lack of variety in career and education paths forcing some people to move out. **Needs:** More agency and ownership on how the future of the region is developing, more variety in career and education paths.

This Northern area has long been shaped by traditional Sámi livelihoods and quiet resilience, with nature's vastness as both a provider and a protector. The new lithium mine stirs optimism for new opportunities for some, while also threatening to scar the land that sustains both culture and life. Caught between the allure of progress and the preservation of heritage, people living in the area seek for a real say in what direction their homeland evolves.





LOCATION: SKINNSKATTEMYREN, SWEDEN

INVESTMENT 1: Green steel plant. Aims for: tax revenues, job creation, some local economic growth. Collect three money tokens.

INVESTMENT 2: Invest in services for new residents. Aims for: attracting new residents, maintaining public services, community building efforts. Collect two money tokens and one social token.

INVESTMENT 3: Invest in circular economy initiatives (use of by-products in the area) with a goal of longer-term operations. Aims for: National climate goals, regional economic growth. Collect two money tokens and two social tokens.

INVESTMENT 4: Using tax revenues to invest in education, new business pilots. Aims for: Small-scale local economic growth, social well-being. Collect four social tokens.

INVESTMENT 1: Green steel plant.

Aims for: tax revenues, job creation, (limited) local economic growth

Collect the following tokens: 3 money tokens. Roll the Risk & Reward dice: If the sum is 1-7, the factory wholly relies on external work force and you get no more profit. If the sum is 8-11, collect one more money token. If the sum is 12-15, collect two more money tokens. If the sum is 16-18, collect three more money tokens. If the sum is 19-20, collect four more money tokens.

Answer the following questions:

1. What social groups will this large-scale investment benefit, and what needs are at risk of being neglected?
2. How will you integrate the newcomers (new people and their needs) into the small village and ensure social cohesion? If you manage to answer these questions, you can collect two social tokens.

INVESTMENT 2: Invest in services for new residents. Aims for: attracting new residents, maintaining public services, community building efforts

Collect the following rewards: 12 money tokens, one social token. Roll the Risk & Reward dice: If the sum is 1-5, the factory wholly relies on external work force, you get very few new residents and no profit. If the sum is 6-10, collect one more money token. If the sum is 11-17, collect two more money tokens. If the sum is 17-20, collect three more money tokens.

Answer the following questions:

1. How will you integrate the newcomers (new people and the needs of new industries) into the small community and ensure social cohesion?
2. How do you prepare for the time when operations at the mine end & maintain the people that moved in? After answering the questions, you can collect three more social tokens.



INVESTMENT 3: Invest in circular economy initiatives (use of by-products in the area) with a goal of longer-term operations. Aims for: National climate goals, regional economic growth

Collect the following reward: 2 money tokens, 2 social tokens. Roll the Risk & Reward dice: If the sum is 1-4, the investment take more moneys than bring revenues and you get no money tokens. If the sum is 5-10, collect one more money token. If the sum is 11-16, collect two more money tokens. If the sum is 17-19, collect three more money tokens. If the sum is 20, collect four more money tokens.

Answer the following question:

1. How will you integrate the newcomers (new people and the needs of new industries) into the small community and ensure social cohesion?
2. Why do you think this area would or would not be ready for this type of industrial transformation? If you manage to answer these questions, collect 2 social tokens more.

INVESTMENT 4: Using tax revenues to invest in education, new business pilots. Aims for: Small-scale local economic growth, social well-being

Collect the following rewards: 3 social tokens. Roll the Risk & Reward dice: If the sum is 1-5, your focus did not land right and you get no more profit. If the sum is 6-10, collect one more money token. If the sum is 11-15, collect two more money tokens. If the sum is 16-18, collect three more money tokens. If the sum is 19-20, collect four more money tokens.

Answer the following questions:

1. What social groups will this investment benefit, and how could it also benefit previously marginalized groups like the Sámi?
2. How could your initial investments help benefit from the mine after the minerals run out and the mine closes? If you manage to answer these questions, two social tokens more."

TOKENS BUY:

1 money token buys: Better roads / faster broadband connections

2 money tokens buy: New gas station / Travelling health clinic

3 money tokens buy: More modern houses / Drone delivery landing pod

4 money tokens buy: New business cluster utilising mine byproducts / Re-education center for people wishing to change career after coming to the area to work for the mine

1 social token buys: International interest / Broader networks for local civil society actors / Remote work hub

2 social tokens buy: Small entrepreneur grant aimed for the young / Research collaboration following and mitigating the environmental impact of the mine

3 social tokens buy: New hybrid high education programmes / New digital platform for local youth to get their voices heard

4 social tokens buy: 60 new jobs in various sectors / Cultural center planned in the premises of the closed mine

FINAL RISK REALISATION ROUND.

Roll the D20 dice. If the sum is 1-4, there is a corruption scandal following the mining company, casting a long shadow over the project. If the sum is 5-10, the population actually decreases as traffic around the mine makes reindeer husbandry impossible. If the sum is 11-15, the mine runs out of minerals in ten years (ten years sooner than planned) and is closed. If the sum is 16-17, the mine becomes unprofitable in four years and is closed mid-operations. If the sum is 18-20, there is a huge accident in the mine with some damage to water sources and high costs to taxpayers.

LOCATION: MÖMMÖVAARA, FINLAND

Main problems: Unemployment, demography getting skewed with women moving out. **Needs:** New career paths and diverse option.

Once known for its rich soil producing peat for fuel, the small municipality of Mömmövaara now seeks a future in wind power, a new chapter in its long history of extracting livelihood from nature. The planned wind park raises various doubts —transmission lines crisscrossing fields, limiting agricultural use, and wind turbines looming over the landscape, threatening to damage what the locals most cherish about the hilly, forest-covered homeland. Yet, with the young working force moving away and unemployment chipping away the strength of the community, finding a balance between change and preservation is an urgent task.



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LOCATION: MÖMMÖVAARA, FINLAND

LOCATION 1: On a steep, windy hill. Possible conflicts with: local residents, environmental groups. Collect four money tokens.

LOCATION 2: At the shores of Lake Hautalampi. Possible conflicts with: people vacationing and hiking around the lake, farmers owning forest under transmission lines. Collect three money tokens and one biodiversity token.

LOCATION 3: At the shores of Lake Hautalampi. Possible conflicts with: people vacationing and hiking around the lake, farmers owning forest under transmission lines. Collect three money tokens and one biodiversity token.

LOCATION 4: Deep in the forest. Possible conflicts with: hunting groups, forest owners. Collect two money tokens and one biodiversity token.

LOCATION 1: On a steep, windy hill. Possible conflicts with: local residents, environmental groups

Collect the following benefits: 4 money tokens. Roll the Risk Reward Dice: If the sum is 1-3, environmental reviews take so much time and resources that they negate your profits and you receive no more money tokens. If the sum is 4-5, collect one more money token. If the sum is 6-7, collect two more money tokens. If the sum is 8, collect three more money tokens.

Answer the following questions:

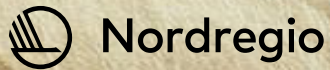
1. Local people and tourists view that the use of this hills ruins a historical landscape. What social needs are at risk of being neglected by choosing this location, and how to engage people with these concerns?
2. What kind of benefits could help people feel that such a drastic change was justifiable? If you manage to answer these questions, you get one biodiversity token.

LOCATION 2: At the shores of Lake Hautalampi. Possible conflicts with: people vacationing and hiking around the lake, farmers owning forest under transmission lines.

Collect the following benefits: 3 money tokens, 1 biodiversity token. Roll the Risk Reward Dice: If the sum is 1-2, the impact on tourism negates the revenues and you get no additional profit. If the sum is 3-4, collect one more money token. If the sum is 5-7, collect two more money tokens. If the sum is 8, collect three more money tokens.

Answer following questions arising from local concerns:

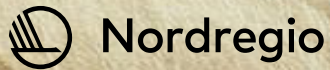
1. Transmission lines from this location will limit the use of agricultural land and result in losses for farmers. How will you compensate for these losses?
2. Summer house owners view that the use of this shore ruins the lake landscape. What social needs are at risk of being neglected by choosing this location, and how to justify it nevertheless? If you manage to answer these questions, collect 3 more biodiversity tokens more.



DECLARATION FROM BØVLING

We believe that Bøvling will be the most livable Danish community in 2045 following our decision to place a wind park _____ and invest the revenues in _____. We made this decision with a firm hope that it will help make Bøvling a _____ community, serving the interests of all of its people. Even after facing the risk of _____, the thought of future _____ made it all worth it!

Sincerely,
Bøvling Energy Committee



DECLARATION FROM KRAKKEN

We believe that Krakken will be the most livable Norwegian community in 2045 following our decision to place a wind park _____ and invest the revenues in _____. We made this decision with a firm hope that it will help make Krakken a _____ community, serving the interests of all of its people. Even after facing the risk of _____, the thought of future _____ made it all worth it!

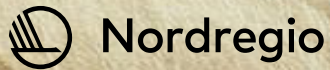
Sincerely,
Krakken Energy Committee

DECLARATION FROM SKINNSKATTEMYREN

We believe that Skinnskattemyren will be the most livable Swedish community in 2045 following our decision to place a wind park _____ and invest the revenues in _____.

We made this decision with a firm hope that it will help make Skinnskattemyren a _____ community, serving the interests of all of its people. Even after facing the risk of _____, the thought of future _____ made it all worth it!

Sincerely,
Skinnskattemyren Energy Committee



DECLARATION FROM MÖMMÖVAARA

We believe that Mömmövaara will be the most livable Finnish community in 2045 following our decision to place a wind park _____ and invest the revenues in _____. We made this decision with a firm hope that it will help make Mömmövaara a _____ community, serving the interests of all of its people. Even after facing the risk of _____, the thought of future _____ made it all worth it!

Sincerely,
Mömmövaara Energy Committee

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ICONS:

money tokens



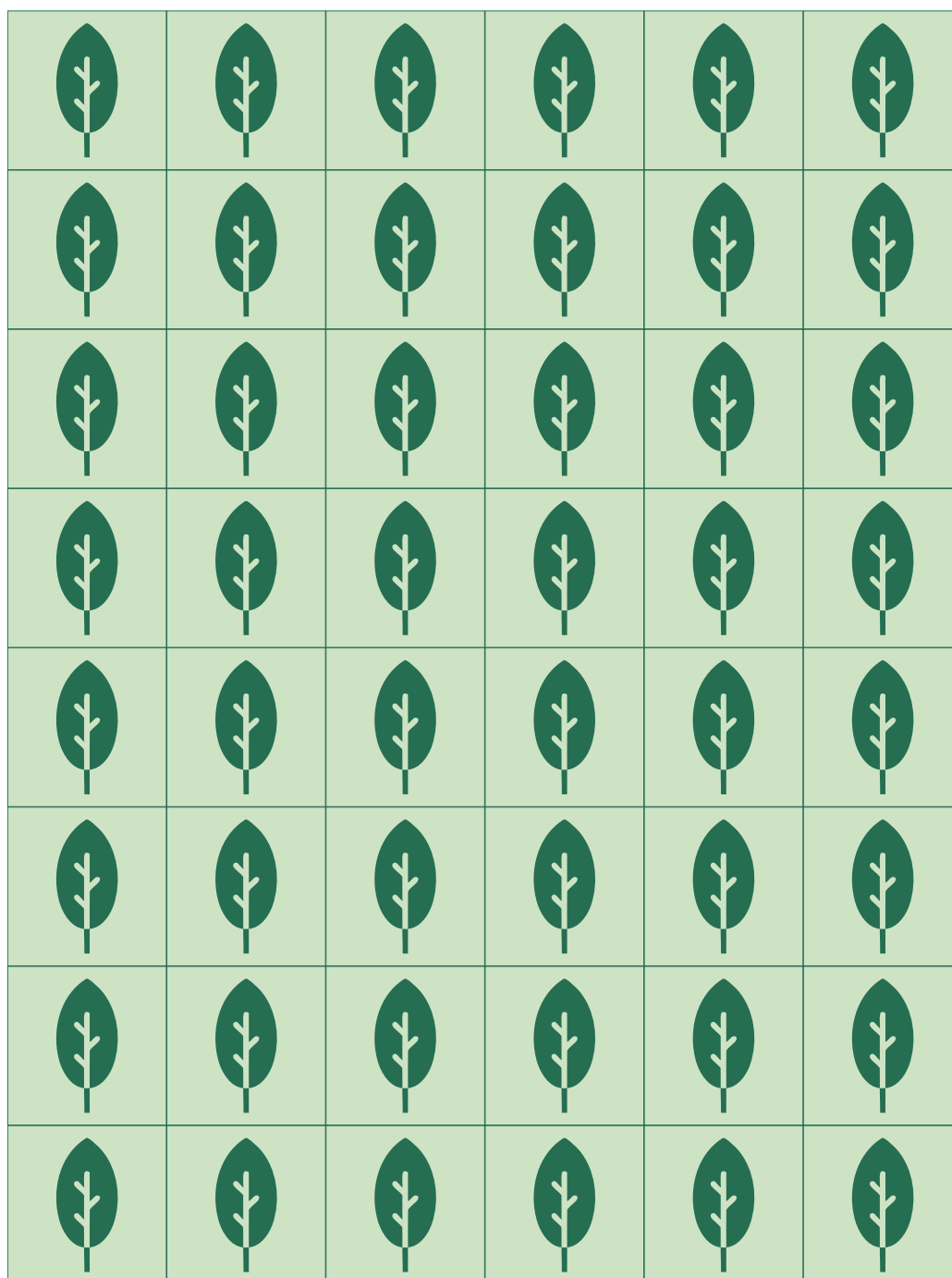
cut them loose and place them in the bank

TERRA NORDICA:

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ICONS:

biodiversity tokens



cut them loose and place them in the bank

TERRA NORDICA:

The Nordic Land-Negotiation Game

ICONS:

social tokens



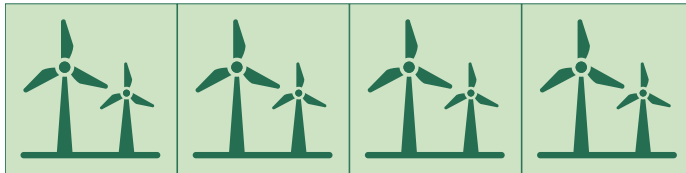
cut them loose and place them in the bank

TERRA NORDICA:

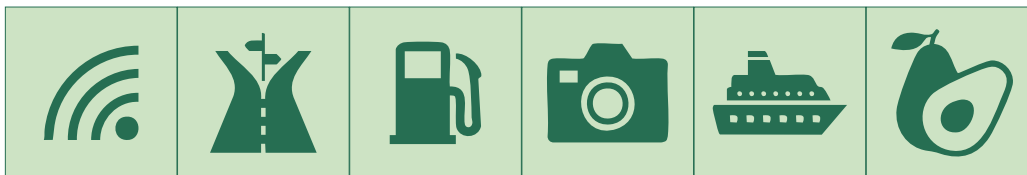
The Nordic Land-Negotiation Game

ICONS:

place this wind park on the map



DENMARK



faster
broadband

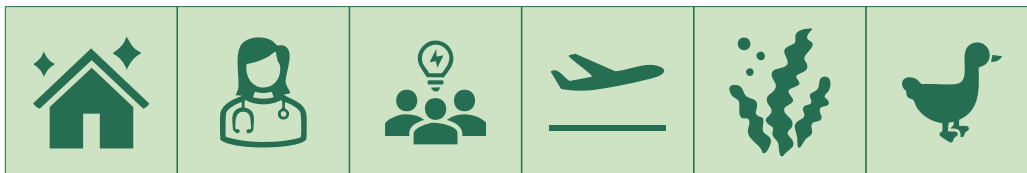
better roads

new gas station

urban art area

ferry route
to Sweden

vegan fish
restaurant



more modern
houses

digital health
clinic

green industrial
park

electric aviation
route to
Germany

clean coastlines

migratory birds
unharmed



research
collaboration
on ecology of
the coast

grant for
circular
economy
development

sustainable
tourism
and fishing
certificate

healthy fisheries
in the future

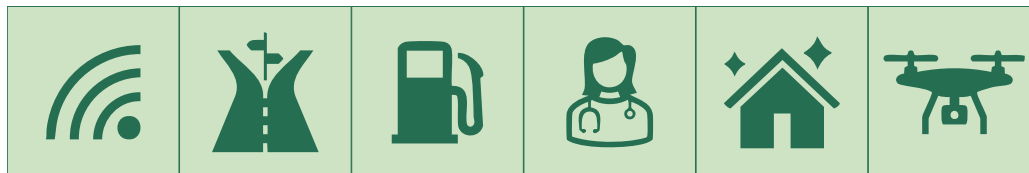
membership in
a network of
climate action
municipalities

cut them loose and place them in the bank

TERRA NORDICA:

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SWEDEN



faster
broadband

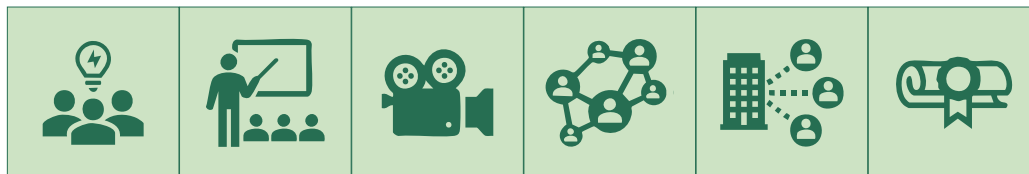
better roads

new gas station

travelling health
clinic

more modern
houses

drone delivery
pod



business cluster
around mine
byproducts

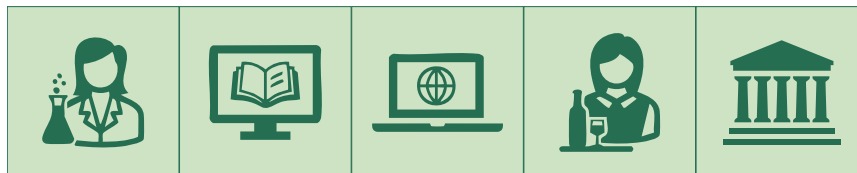
re-education
center for
changing career

international
interest

wider networks
for local civil
society

remote working
hub

grant for the
young to set up
small businesses



research
collaboration
on ecology of
the coast

hybrid high
education
programmes

digital platform
to amplify the
young voices

60 new jobs
across sectors

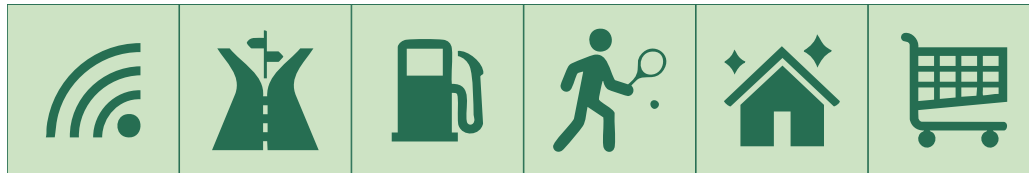
future cultural
center in the
premises of the
mine

cut them loose and place them in the bank

TERRA NORDICA:

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NORWAY



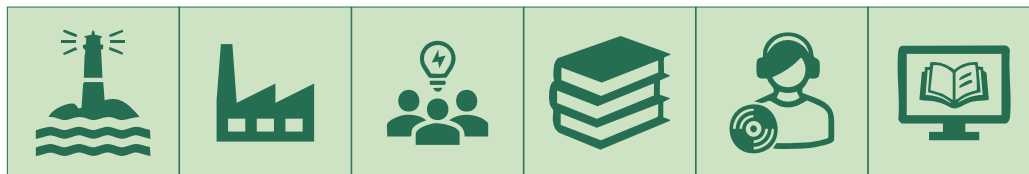
faster
broadband

better roads

new gas station new padel park

new housing
area

new grocery
store



harbour
modernisation

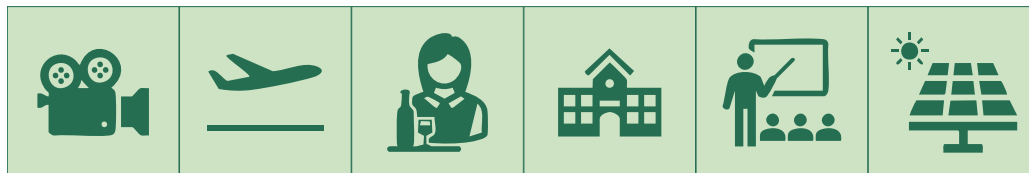
green steel
plant

green industrial
park

new school
equipment

annual culture
festival

hybrid education
for engineers



BBC special
feature
and related
attention

electric aviation
field

Jobs to service
sector

new school

on-site
education
program for
engineers

solar park

cut them loose and place them in the bank

TERRA NORDICA:

The Nordic Land-Negotiation Game

FINLAND



faster
broadband

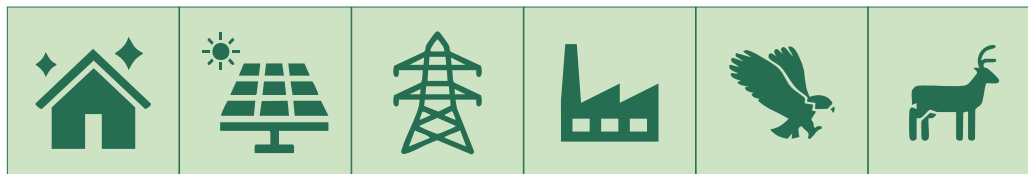
better roads

local restaurant
open on
weekdays

bigger
grocery
store

new bus service
to the regional
center

e-sports hall



more modern
housing

solar park

Electricity from
the wind park
to residents for
cheaper

hydrogen power
plant

migratory birds
not harmed

hunters
satisfied



certificate for
responsible
tourism

research
collaboration
on responsible
tourism

Biodiversity
park beneath
the wind park

municipal
climate goals
met

membership in
a climate action
network of
municipalities

EU grant for
carbon neutral
activities in the
area

cut them loose and place them in the bank