

## Build-a-Village Resource List

Any building, whether it is housing or a business, will use resources. These resources include things like water, lumber, metal, oil, plastics, etc. The numbers below are not accurate, but represent the total resources used based on actual usage.

### Housing

Zoning Type	Population Support	Resources Consumed
Ranch	10	-20
Suburban Houses	4	-20
Cottages	8	-20
Condos	8	-20
High-rise Apartment	20	-20

### Entertainment and Environment

Zoning Type	Resources Consumed	Resources Provided
Stadium	-100	0
Grocery Store	-30	0
Library	-10	0
Gym	-10	0
Park	0	0
Hospital	-100	0
Business Complex	-30	0
Police/Fire Station/School	-20	0
Farmland	0	+50
Forest Land	0	+30
Open Space	0	+20
Water	0	+30