
	Completed Transport link	1 credit per tile
	Completed Colony Completed Colony (with Head Office)	1 credits per tile + 2 credits per submarine 2 credits per tile + 3 credits per submarine
	Completed Aerator	5 credits
	Incomplete Colony	1 credit per tile + 1 credit per submarine + 1 credit for a Head Office
	Incomplete Transport link	1 credit per tile
	Incomplete Aerator	1 credit per terminated arm.
	Power generator	1 credit per tile of the nearest city + 1 credit per Submarine or a Head Office
	Ocean Ocean	+ 1 credit per Kelp -1 credit per Algae

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