

The Play

A player's turn consists of the following:

- 1) If the player has fewer than six land grants, the player may request that new land grants be issued to them by the Department of Energy.
- 2) The player selects a land grant to develop. The land grant may do one of the following things:
 - a) Expand an existing company, increasing its stock value.
 - b) Create a new company if played adjacent to a lone land grant and there are fewer than seven companies on the board. See [Creating Companies](#).
 - c) Merge two companies. At least one of the companies must be ten or fewer land grants in size. See [Mergers](#).
 - d) Play as a lone land grant which in effect does nothing.
 - e) Become unplayable. If the land grant is unplayable because it would merge two companies of greater than ten grants in size, then the land grant is discarded and a new one may be drawn. If the grant is unplayable because it would make an eighth company, then the player must select a different grant to play.
- 3) Once any action resulting from the development of the land grant is accomplished then the player may purchase up to three shares of stock in any of the companies which currently exist. See [Buying Stock](#).
- 4) The player may then replenish their land grant supply by requesting another land grant from the DOE.
- 5) The player's turn is ended when the player selects End Turn or clicks the Next button. The player cannot end his or her turn until a land grant has been developed.