









**GLOBAL  
WARMING**

**POLLUTION**

**NUCLEAR  
WASTE**

**DEFORESTATION**

**PANDEMICS**

**ANTIBIOTIC  
IMMUNITY**

**VACCINE  
HESITANCY**

**OBESITY**

**DIABETES**

**CAPITALISM**

**OVERCONSUMPTION**

**PLANNED  
OBSOLESCENCE**

**INEQUALITY**

**FAKE NEWS**

**TOTALITARISM**

**MASS  
SURVEILLANCE**

**DEBT**

**WAR**

**PHARMACEUTICAL  
LOBBIES**

**OVERPOPULATION**

**HUMAN  
TRAFFICKING**

**TRIBALISM**

**RACISM**

**HATE SPEECH**

**DISCRIMINATION**

**RELIGION**

**MATERIALISM**

**LACK OF  
EDUCATION**

**GARBAGE**

**FLAT  
EARTHERS**

**LONELINESS**

**DEPRESSION**

**CRUELTY TO  
ANIMALS**

**BAD MUSIC**

**DEMOCRACY**

**CORRUPTION**

Immediately

Reveal one more  
*problem card* on the  
table

Keep

Your hand limit is  
now 3

Next Turn

On your next active  
player turn, you need  
to play at least 2  
*solution cards*

Keep

Take the last solved  
*problem card* and put  
it back with the  
revealed ones to be  
solved again

Next Turn

On your next active  
player turn, reveal the  
*solution cards* for only  
5 seconds

Next Turn

On your next active  
player turn, reveal the  
*solution cards* to only  
one other player

Next Turn

Next turn, no  
discussion is allowed  
and you alone have to  
find which *problem  
card* was chosen by  
the active player

Next Turn

Play again as the  
active player

Immediately

Is failing to solve this  
problem not bad  
enough by itself?  
Nothing else happens

Once

Ignore the next  
negative consequence  
you get

Immediately

Add *solution cards* to  
your hand up to 6

Immediately

Discard any number  
of *solution cards* from  
your hand and get  
new ones up to 4

Once

Place this card on a  
*problem card* to  
ignore it, then discard  
this card

Once

Discard or cancel a  
negative consequence  
on you

Once

Discard one of the  
revealed *problem card*,  
replace it with a new  
one

Once

Secretly look at the  
next 3 *problem cards*

Keep

The players need to  
solve one less *problem  
card* to win the game

Immediately

All other players can  
discard one *solution  
card* and get a new one

**PROBLEMS**

**NEGATIVE  
CONSEQUENCES**

**POSITIVE  
CONSEQUENCES**

**SOLUTIONS**