









**GLOBAL
WARMING**

POLUTION

**NUCLEAR
WASTE**

DEFORESTATION

PANDEMICS

**ANTIBIOTIC
IMMUNITY**

**VACCINE
HESITANCY**

OBESITY

DIABETES

CAPITALISM

OVERCONSUMPTION

**PLANNED
OBSCOLESCENCE**

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