Quick Reference: How to Take Your Turn

1) Roll a die, subtract one, and take that many billions of Adventcoin from the bank (e.g., if you roll a 6, take 5 billion, but if you roll a 1, take nothing).

2) Draw the top Problem Card from the deck and put it face up in any vacant spot on the Earth.

3) You have two options:

    a) Draw the top Solution Card from the deck and add it to your hand; OR
    b) Discard any number of Solution Cards from your hand. Place them face up on the discard pile on the board. Then, draw the same number of Solution Cards from the deck. **Your turn ends without the chance to solve any Problem Cards.**

4) If you have not discarded any cards, you can solve one or more Problem Cards with your Solution Cards. To solve a Problem Card:

    a) The solution must make sense, match in color, and solve all aspects of that problem (e.g., a "glass and plastic" problem needs *both* a glass Solution Card *and* a plastic Solution Card).
    b) Global impact (the number in the planet icon): the Solution Cards played to solve a Problem Card must have global number(s) totaling at least the global number on the Problem Card.
    c) Local impact (the number in the house icon): The Solution Cards must have local number(s) totaling at least the local number on the Problem card.
    d) You must also have enough money to pay the local cost in billions of Adventcoin as shown on the Problem Card. Pay the money to the bank, and place the used Solution Card(s) face up on the discard pile. Place the solved Problem Card(s) in front of you. The local number(s) on the solved Problem Card(s) represents the victory points you have earned.

5) If you solve at least one Problem Card, you may draw one new Solution Card at the end of your turn. Note: draw only one new card, even if you have solved more than one Problem Card during your turn.