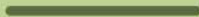


*On your turn, you must do the following
three Actions:*

1 - Make up to four moves from the list on the back of this card.



2 - PDraw two Threat Cards and add the corresponding Counters.



3 - Draw three Solution Cards.

NOTE

You can't have more than 7 cards in your hand. If you end up with more cards, you must choose which to discard.

Choose up to four moves among:

A - Move your Eco-Hero on the board. Every change of position, including to or from intermediate points, counts as one move.

B - Use a Green Infrastructure (GI) Card to temporarily protect the ecosystem you're on. Each GI Card protects an ecosystem from two Threat Cards. After countering the second Threat Card, the GI Card is discarded and the ecosystem becomes vulnerable again. Each GI Card you play counts as one move.

C - Use Ecosystem Service (ES) Cards to remove the corresponding Counters from the Point Card for the ecosystem you're on. Each ES Card you play removes only one Counter and counts as one move.

D - Trade cards with a player located on the same ecosystem. Each card you trade counts as one move.

E - Fully restore the ecosystem you're on using the Total Protection Card or a Resiliency Set (4 ES Cards + 1 GI Card) that applies to that ecosystem. Playing a Resiliency Set counts as a move.

NOTE:

Each Eco-Hero can also use one or more of the "special powers" listed in the Eco-Hero Card.