Questions for meeting:

1. What are the max values for CO2 and Money?
2. Maximum card numbers (action + events)
3. Do you place cards on bottom of deck?
4. What happens to discarded cards?
5. What happens if the player runs out of action cards?
6. What happens if the player runs out of event cards?
7. Why do we have smile and frown in the card list?
8. Will need to create separate list for cards
9. What does paying money do in the singleplayer version for hope cards?
10. You have to play a card with any kind of hope value when a negative hope card is played?
11. The only other option if you have to hope based cards is to skip?
12. Momentum on hope cards? How does it work? If a player already met the hope requirement then they shouldn’t matter if the card has hope after it?

Need to remove commas from description with another denote character