On every turn after the first round:

1. Buy additional preventative measures if wanted.
2. Grant foreign aid to other continents in the event players want to provide financial support to other continents. Money can only be GIVEN during one’s turn. You CANNOT accept money on your turn.
3. Draw an Attack Card, roll die for severity, and pay if needed. Move the attack counter if needed.
4. Answer cyber security question and receive bonus if the answer is correct.
5. At the end of each round, each player should receive the money they are entitled to after each round.