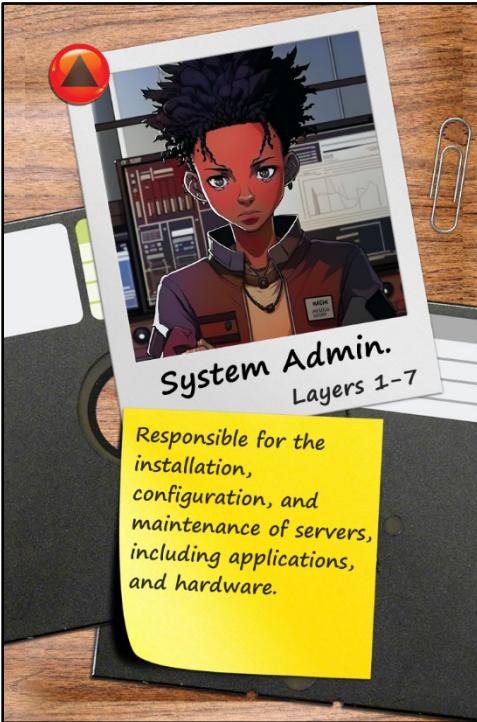
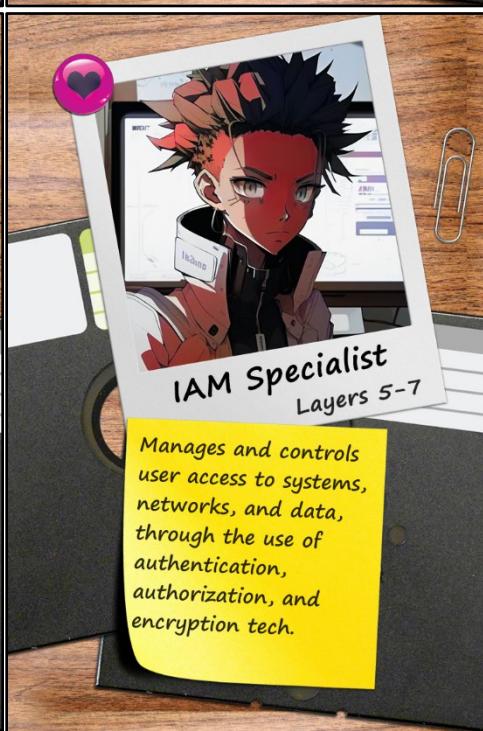
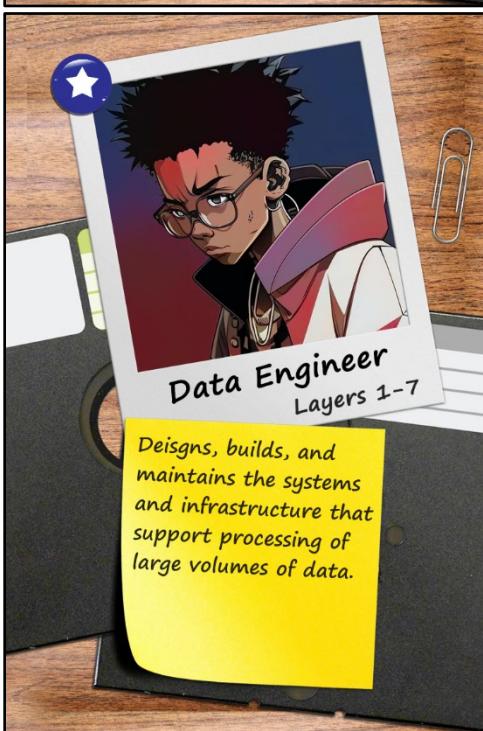
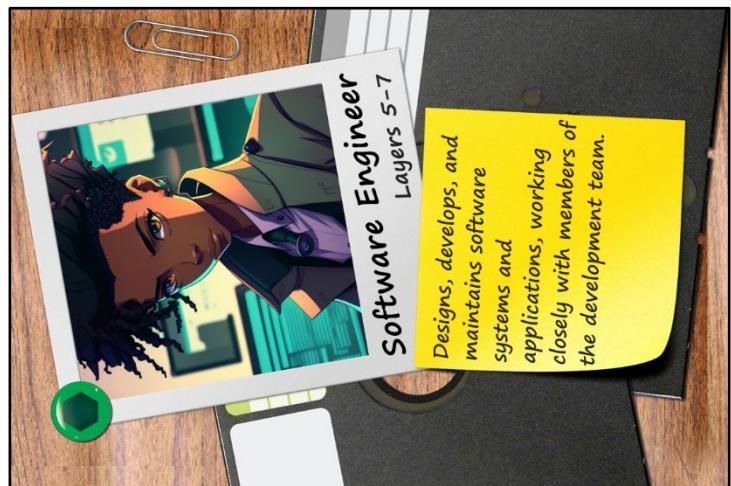


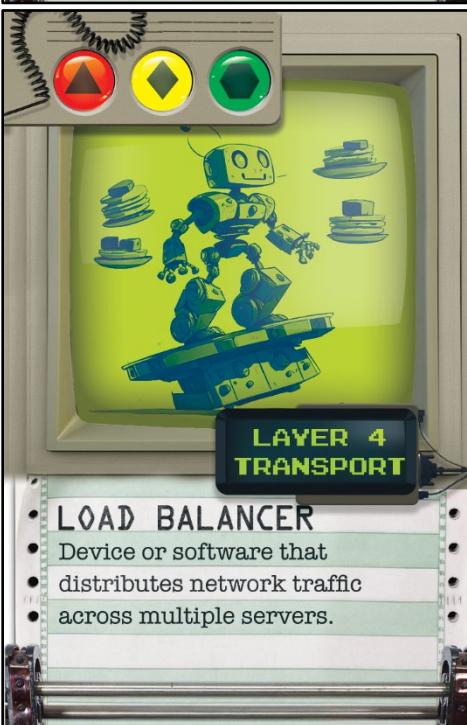
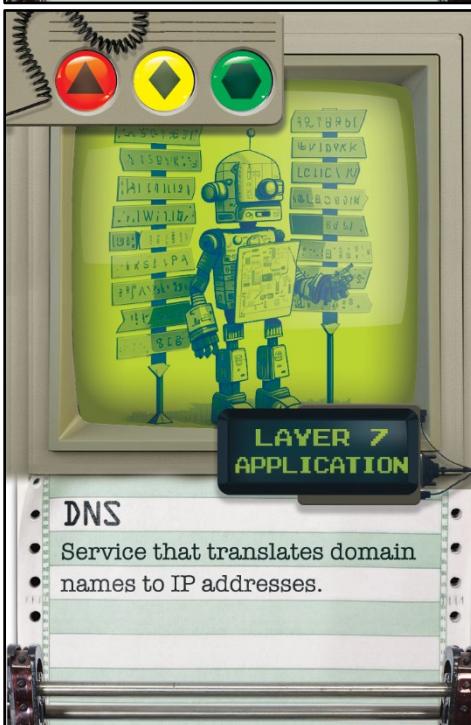
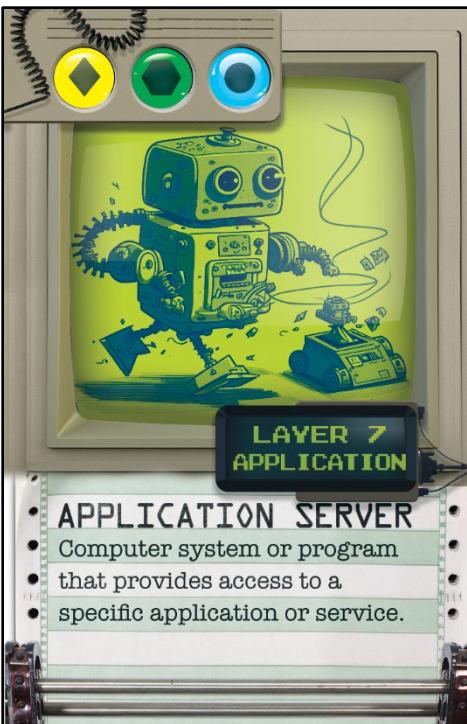
## Roles (print 2 times)

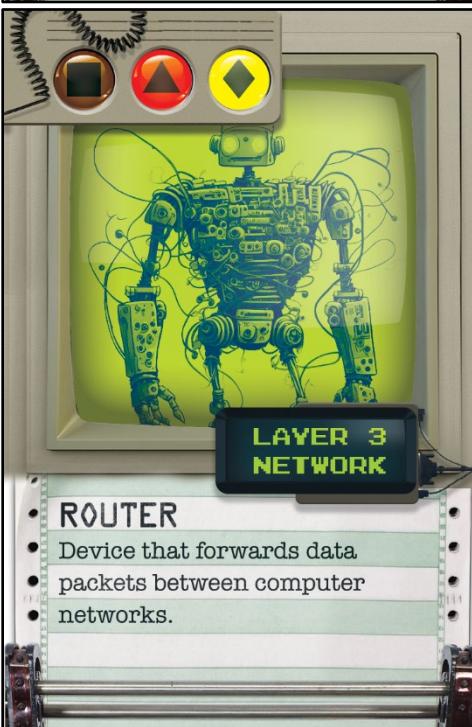
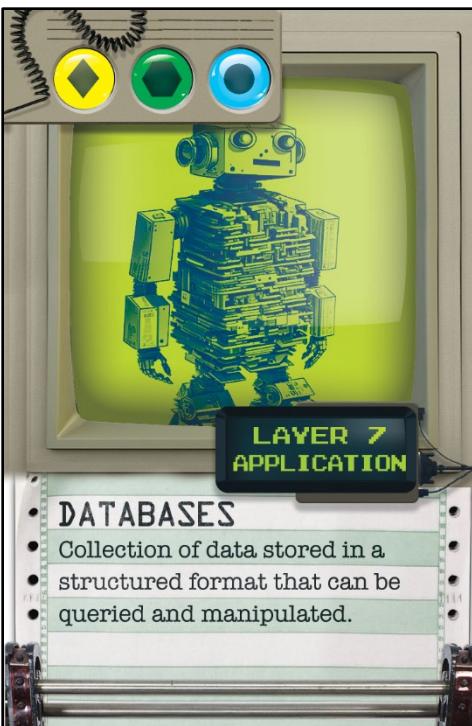


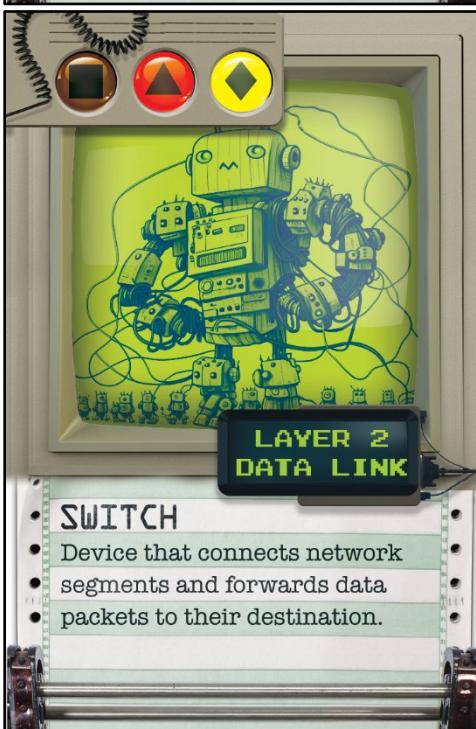




## Services (Print 3 times)







## Advantage/Disadvantage (Print Once)

		
<b>On-Call Rotation</b> Drop any card and make the next player draw an additional card.	<b>Role Reversal</b> Play this card to switch hands with another player.	<b>Automation</b> Play this card to drop two cards of your choice.
		
<b>Change Course</b> The direction of play reverses, and the last player becomes the next player.	<b>Wildcard Service or Role</b> Play this card to change the current service color to any color of your choice.	<b>Team Collaboration</b> Choose another player to collaborate with, and you can both discard one card from your hand.



### Outage

Play this card to block the next player from playing any service cards for one turn.



### Slow Connection

Lose a turn and force the next player to wait an extra turn before they can play again.



### Restricted Access

Play this card to prevent the next player from playing any role cards for one turn.



### Storage Full

Force the next player to draw three extra cards.



### On-Call Alert

Draw one extra card and add it to your hand, then skip your next turn.



### Staffing Shortage

All players pick up three extra cards.