





Nobody's Perfect - Hands out

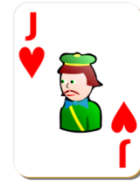
	TECHNICAL	SOCIAL
FAILURES		
SOLUTIONS		



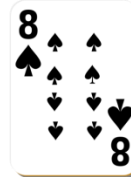
20 Points



15 Points



All other cards are worth their face value, e.g.



= 8 Points

In your turn:

1. Play the failure card in your hand by laying it on the table and **describing** the problem you've encountered.
2. Address a failure in play by the right kind of solution card(s).
3. Draw cards to bring your hand back to 4



If there is an Ace problem on the table, it blocks the solution of K/Q/J problems. The team must focus on solving the blocker problem before tackling the other big problems.



Small problems can be solved individually even when there's a blocker on the table.